

THE ESSENTIAL MAGAZINE FOR SUPER NINTENDO

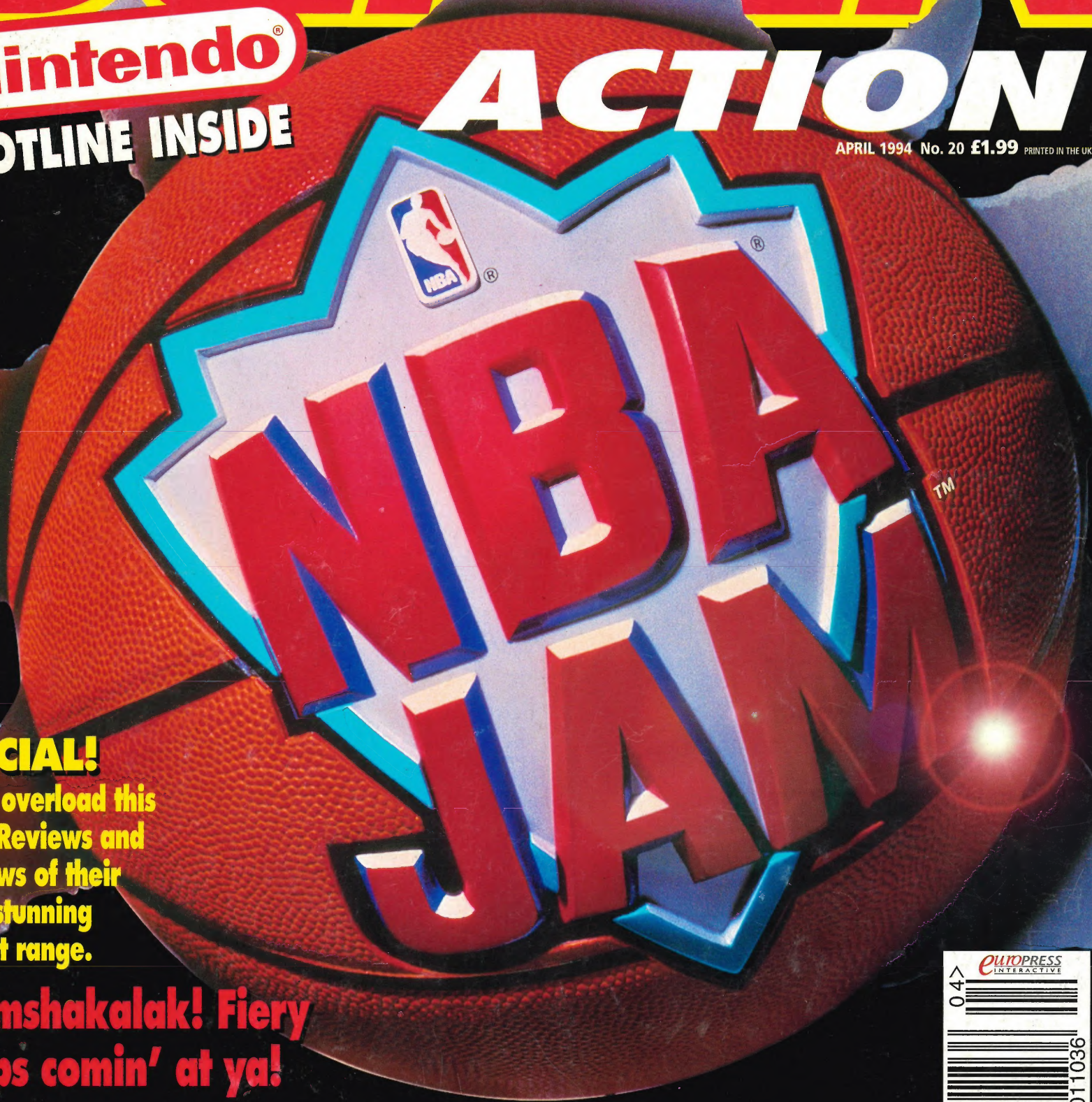
SUPER ACTION April 1994 No. 20

SUPER

Nintendo[®]
HOTLINE INSIDE

ACTION

APRIL 1994 No. 20 £1.99 PRINTED IN THE UK



SPECIAL!

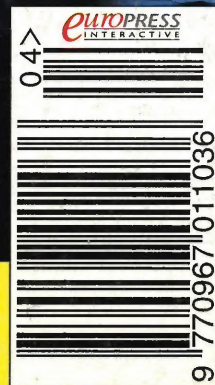
Ocean overload this issue! Reviews and previews of their latest stunning product range.

Boomshakalak! Fiery hoops comin' at ya!

PLUS:

Soccer Kid, Riddick Bowe Boxing, Mega Man X, Stanley Cup Hockey, Lethal Enforcers, Clayfighter, Plok, Choplifter 3, Rainbow Bell Adventures, GP1, Shut Up & Jam, Tin Head, World Soccer 94, Pink Panther, Ryan Giggs, Flashback, Nintendo Hotline and loads more!

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**"TECHNICALLY IT SPITS OVER THE
3D SECTIONS OF JURASSIC PARK"**

Deniz Ahmet -
Computer + Video Games-Dec 93



**"IT'S A BIG GAME AND A
SOLID CONVERSION OF THE PC"**

Deniz Ahmet -
Computer + Video Games-Dec 93



**"OOZES ATMOSPHERE
AND LOTS OF BLOOD"**

Chris Buxton -
TOTAL MAGAZINE -
Jan 94

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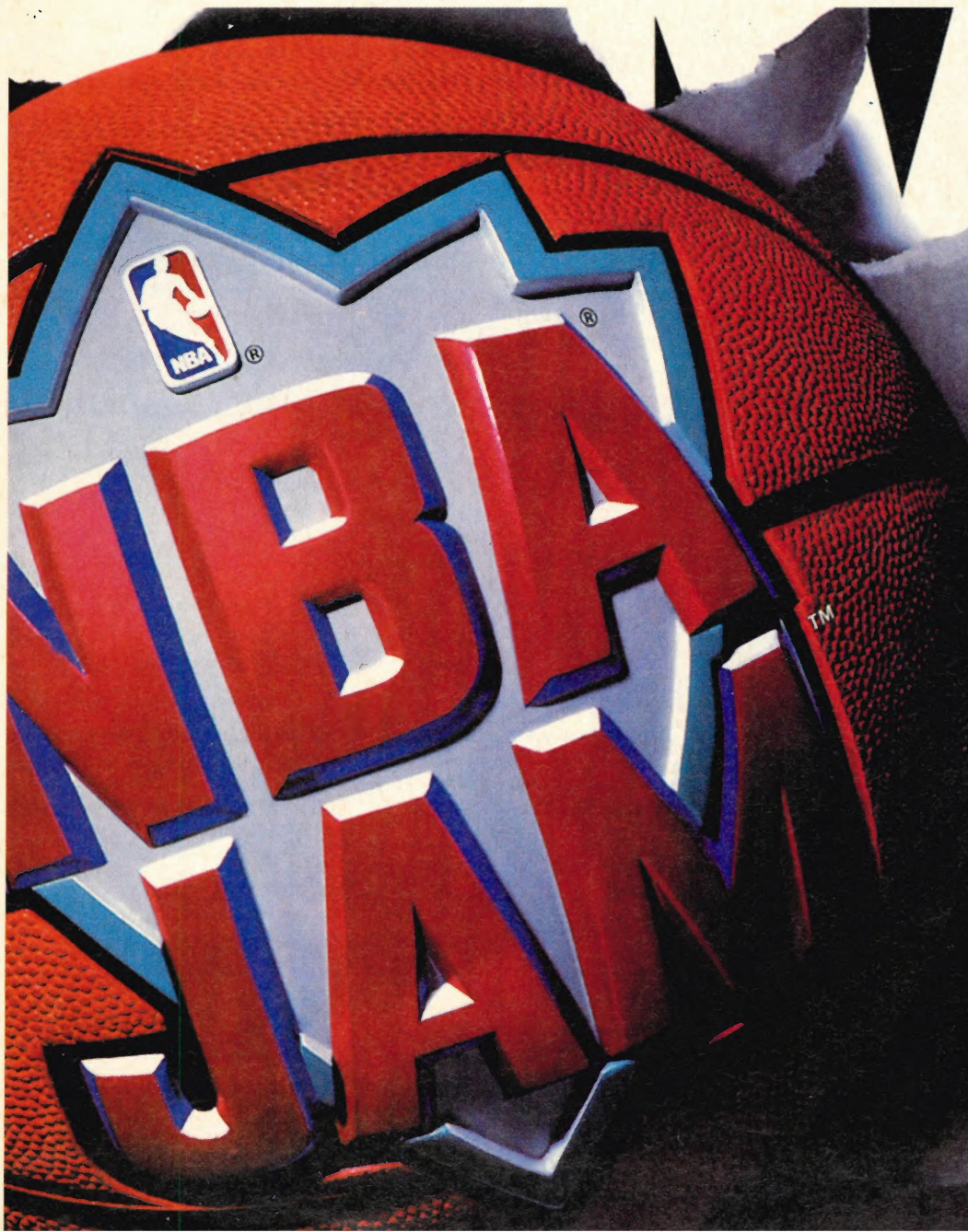


SUPER NINTENDO
ENTERTAINMENT SYSTEM



BOOMSHAKALAK!

Comin' at ya like a seventh sense this month is the unbelievably funky NBA Jam. The biggest grossing coin-op in history (it's true – more than Streetfighter II, Space Invaders and Donkey Kong) has been brilliantly converted onto the SNES. Check out the five page review special, starting on page 12. I'm sure you'll agree it's a beauty. The sporty theme continues with reviews of Soccer Kid, Riddick Bowe Boxing and Stanley Cup Hockey. There's also a special feature on the 1994 World Cup and which SNES footy games will be leading the field. So shut up and jam kids, cos Super Action's fakin' the funk on a nasty dunk royal style. **ALEX**



the super action dream team...

EDITOR.....



Alex Lee

For no apparent reason, this month's Dream Team theme is about cards, don't ask me why. Alex's card connection comes in the shape of Cardew Robinson, an actor who starred in Carry On Up The Khyber. Alex reckoned it was really funny. Sad.

DEPUTY EDITOR.....



Jay Sharples

Living up to his surname, Jay is a total card sharp. Not only is he that, he's also really good at darts and riding his BMX bike. Now and then he'll do a bit of breakdancing as well if you ask him nicely enough.

In fact, Jay's into many forms of recreational stuff.

STAFF WRITER.....



Neil Jones

Bros's number one fan, Neil's not into cards in any shape or form whatsoever. All that he's interested in is Bros, the teenybopper band that once ruled the pop charts. So if you want a game of cards with

Jonesy, you might as well forget it.

ART EDITOR.....



Marc Kikikaikai

Black Jack is the best card game going as far as Marc's concerned. The reason why he likes it so much is because he imagines himself as a rich Huggy Bear style dude, gambling huge sums of money

merely to impress chicks and get friends. Wake up Marc, you work at Europress, mate.

DEPUTY ART EDITOR.....



Lisa Cragg

Get well cards, flowers and grapes are the order of the day for Lisa. Our hard working lady has got a bad back at the moment. She spends all her time at posh consultancy hospitals, rubbing shoulders with the rich and famous, like Dr Hilary Jones.

GUIDES EDITOR.....



Dave Goodyear

Dave's only real connection with cards is that he'll always call a spade a spade. His frank talking often gets him into scrapes however, and he's lost more than one friend for this reason alone. He doesn't give a damn though, so there. Barf.

CORRESPONDENT.....



Jason Spiller

Spiller's card connection is bridge. Why? Because whenever he gets time off, he goes bridge spotting. So far he's spotted the Forth Bridge, the Sydney Harbour bridge and the little footbridge over the stream at the back of his house. Tenuous? Maybe.



CONTE

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SUPER ACTION

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Super Action's here again with the best of the SNES in full glorious technicolour. Mamba jee-i-oh, don't look any further!

- Planet Nintendo.....6**
Gaming gossip from all around the world comin' on like a seventh sense. Whatever you do, don't miss the bit about the Sega (boo) bus. It's mint!
- NBA Jam Special.....12**
Acclaim's best yet (yes it's better than Mortal Kombat) earns a five page special. More basketballing fun than you can shakalak an oversized sneaker at!
- Dark Horse Profile.....44**
We don't mind singing the praises of other publications if they're any good. Dark Horse Comics have a list of top stuff the length of a swimming pool! We investigate.

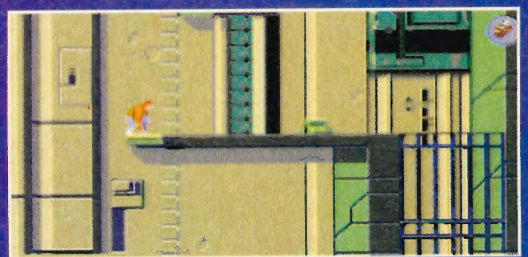
- Football Crazy.....46**
We take a look at what's currently available in the mad world of SNES football simulations.
- Elegant Slumming.....50**
Not the M-People LP but an interview with Andy Routledge, top SNES game programmer.
- Test Of Time.....52**
Do past releases get better or worse as time goes by? Find out in the first of a fascinating series.
- Oceanic State.....57**
Ocean's bid for world domination begins right here.
- Barry Diablo84**
The swimmer with no brain takes us through the first half of Ocean's Jurassic Park and finishes Flashback.
- Games Index92**
Another fully updated selection of the finest SNES carts.

WIN PURE MINT PRIZES



FLASHBACK

TOTALLY CRACKED!



THE FINAL PART.....84

NEWS SPECIALS

*Read all about it!
 Read all about it!
 Sega bus crashes in Macclesfield! Check out the news pages for this hot exclusive!*



Bubsy 2 is comin' at ya royal style but not before his very own cartoon series hits the screens of adoring television watchers worldwide.

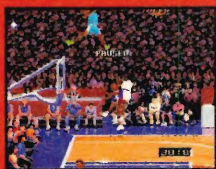
EVENTS



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REVIEWS



NBA Jam.....12
Acclaim's greatest release yet gets the full review treatment.



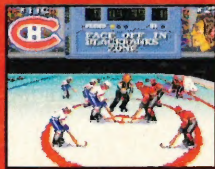
Soccer Kid.....18
The dawn of a new platform era? No, I don't think so.



Riddick Bowe Boxing.....20
Way hey! It's pagga overkill time! Yeah!



Mega Man X...22
He's graduated from the Game Boy. Could this be Capcom's finest hour?



Stanley Cup Hockey.....24
Mode Seven scandal! Read all about it inside.



Lethal Enforcers... ..26
Guns but no roses in this treat from Konami.



Clayfighter.....28
It's meant to be the world's first funny beat 'em up, but is it?



Plok.....30
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Choplifter 3...36
Scramble comes out of retirement with several knobs on it.



Rainbow Bell Adventures....34
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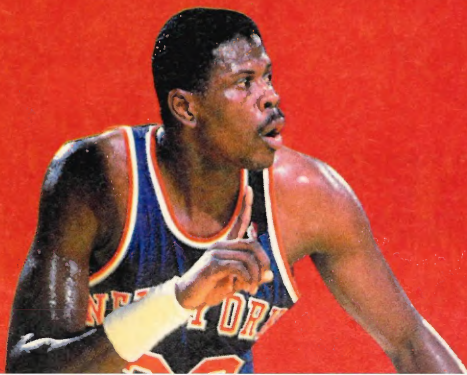
GP1.....42
A Formula One racing extravaganza except with motor bikes.



Pink Panther..38
He's pink and he doesn't stink. He's a cat in a cart.



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Brrr... it's cold. That rhymes with US Gold!



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Compo.....42
Win loads of basketball related goodies courtesy of Accolade.



Dark Horse....44
Comics and more comics. It's a veritable Max Overload!



Football Crazy.46
See which games are worth buying before the World Cup starts.



Elegant Slumming.....50
Danny Curley interviews Andy Routledge.



Test Of Time...52
Check these re-appraisals of old classics for a laugh.



Shut Up & Jam.....54
Go on then, shut up and jam for God's sake.



Oceanic State.....57
More fun than you can shake a granny at.



Tinhead.....62
Microprose shove a platform game our way and we preview it.



Ryan Giggs....64
Wales's best used to play for the England Youth team. He did.



Manga.....66
The newest and best Manga videos comin' at ya big time.



ELSPA.....68
Classification of video games? Pah. Could work, though...



OTE.....73
Britain's best swimmer leads the way with more advice on life.

SISTER MAGAZINE FRENZY!

AMIGA ACTION

PC ACTION

GB ACTION

MEGA ACTION

PLANET NINTENDO



I FEEL THE NEED...

Yes indeed! We feel the need! Check out all the gossip on Speed Racer and many more exciting stories in this month's funky Planet Nintendo...

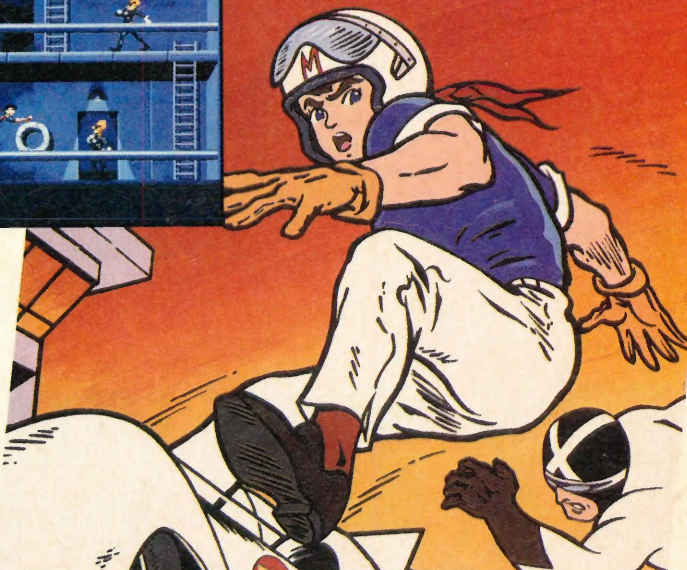
Accolade's Speed Racer is almost set to appear in his most dangerous adventures ever. Based on the cartoon series (currently running every afternoon on SKY's Nicolodeon channel), the game has plenty of racing jiggery pokery for you to deal with, as well as the maddest driving opponents you're ever likely to meet.

The game boasts seven deadly races and six brutal action packed levels on top of all the incredible in car features.

Huge chopper blades, gripping tires and autojacks are all at your disposal and you'll have to use them to your best ability if you want to win the race. Pencilled in for a March release, Speed Racer

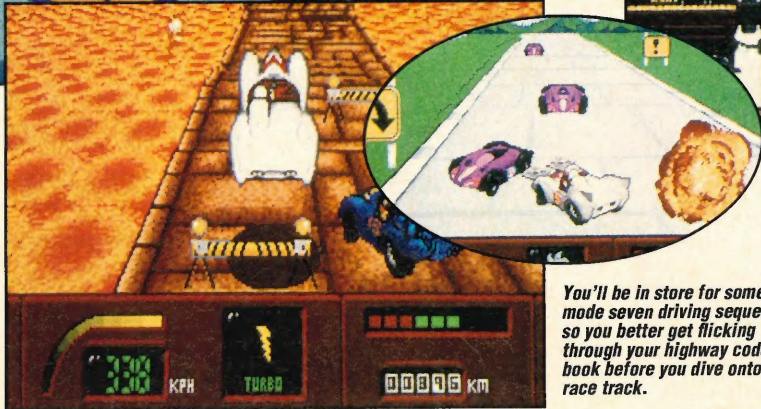
looks like a top laugh riot, but no one can yet comment on its playability, as the cart is not 100% complete.

We'll have more info on Speed Racer and the rest of Accolade's excellent forthcoming titles in next month's Super Action.

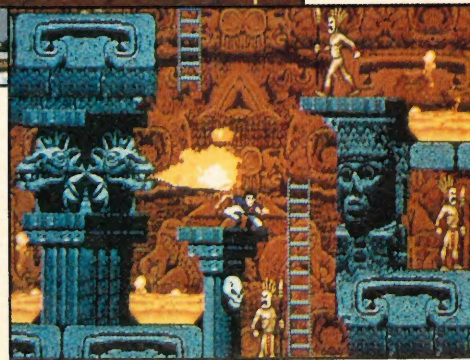


Left: Speed Racer shenanigans on top of a train. What will they think of next?

Although the main gameplaying area will be on the race track involving the Mach 5 and its crazy weapons, there are quite a few sub levels where Speed (yes that's his first name) will have to fend off numerous nasty knife wielding nutters.



You'll be in store for some wild mode seven driving sequences, so you better get flicking through your highway code book before you dive onto the race track.





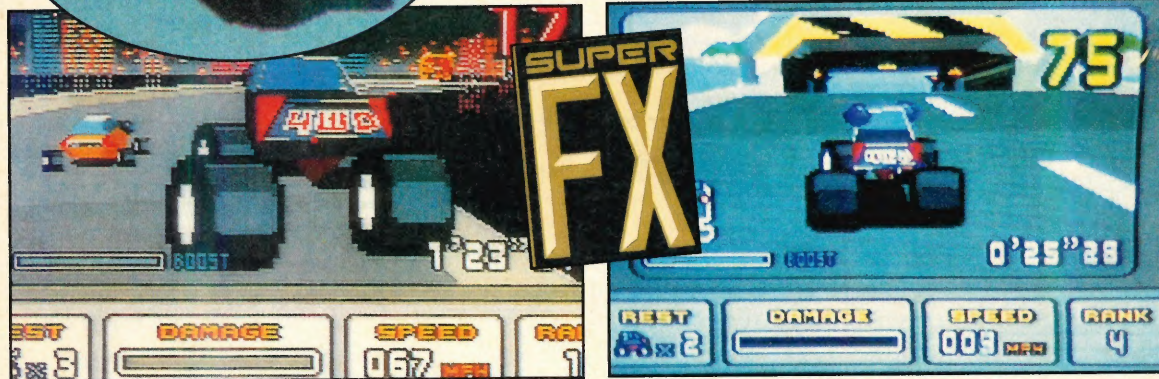
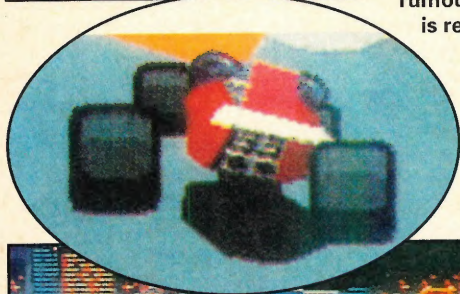
FX APPEAL

It used to be called FX Trax, but Nintendo decided it sounded a bit naff, so now, after much hassle, rumours and delays, Stunt Racer FX is ready to rock.

Using the new and improved FX chip, the game involves you steering one of the numerous polygon buggies around narrow mountain sides, through deserts and around a full capacity

arena. It does feature a split screen two player option where you and a friend can battle it out in Speed Mode. This involves you racing round, collecting flags and jumping huge gaps in order to complete the race within an allotted time limit.

The official UK release date isn't 100% definite as yet, but it's scheduled for release over in America at the start of March. More news as soon as we get it.



CRASH N BURN

Hey kids! It's time to laugh and point at those sad SEGA people again! You may have been one of the more unfortunate citizens who were forced to climb aboard the SEGA tour bus as it sped round our fair isle on its British tour this year. Well you won't be doing it again for a while!

Take a look at this. We found this battered shell abandoned in a mechanics' yard the other week, and what a pretty sight it is too. No one knows how it happened, but Sonic isn't going to let the Crash Dummies borrow his bus again. To be this good, takes dodgy brakes.



SEGA



...out...
...borough...
...in 1993...
...which full parli...
...counts have been...
...and hotels... 999,673 for t...
...companioning Parliamen...
...St. 535,952 for inter...
...£117,507 for...
...includes...
...applications for...
...letters to Mr...
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STOP PRESS

GAME MAGE

A new convertor/cheat device is comin' at ya from Golden Image.

This may well emerge as a serious competitor to Galoob's Game Genie and Datel's Action Replay.

The Game Mage has an exceptional range of qualities.

It finds secret codes, it has a built in secret code library of 300 different game codes and can search for the correct code for the game you're playing.

When the code is entered, its function appears on the screen. Up to eight codes for each game can be entered at once.

Your own codes can be made up as well.

Golden Image hope to make an additional ram card, thus facilitating the addition of loads more codes.

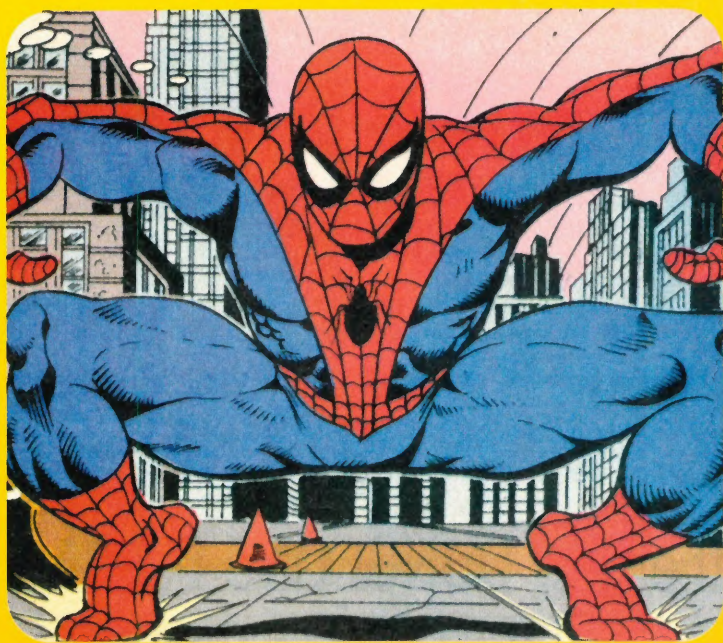
The built in convertor allows NTSC games to be played on Pal machines.

GOOD PERIPHERAL

The main qualities that make the Game Mage such a good peripheral, however, are that it indicates if the wrong code has been input and it displays the secret code and the exact description of enhancement.

It can also play stably on games equipped with FX or DSP chips.

For availability and price details, contact Golden Image on 081 365 1102.



Take it to the MAX!

A claim are all set to introduce another Marvel comic book hero into the strange world of video games. Enter stage right; Venom! This dude ain't no good guy, he's famous world wide for causing Spidey so much grief. The game pits Spiderman against Venom, his pal Carnage and even Captain America gets a look in. The cart promises to have full mode 7 web swinging plus all new combat moves. The release date will tie in with the release of Spiderman: The animated series. The hot news from Hollywood, is that Spiderman is soon to make a comeback onto the silver screen too! What a busy guy.



HURRICANES



May '94 sees the release of *Hurricanes* by US Gold. Based on the characters featured in *The Hurricanes* cartoon by DIC and Scottish Television.

The plot goes something like this. The *Hurricanes* have been challenged by Stavros Garkos, owner of the Gorgons. He has invited the *Hurricanes* to play against his side, on the island of Garkos. To add spice to the challenge, Stavros has offered to give \$100,000 to charity if the *Hurricanes* win.

To reach the island and the stadium, the *Hurricanes* must travel through various locations. By selecting from four of the most popular members of the Hurricane squad,

the player(s) must ensure that the Gorgons' attempts to stop the *Hurricanes* are futile.

Stuff stalling the *Hurricanes'* progress will include puzzles, enemies and traps. Each level will be split into stages which must be overcome before progress is made. There are five horizontally scrolling platform levels to cope with and kicking footballs at your foes is the only way forward to success.

The game should go down particularly well in America as 86% of American TV stations will be screening the cartoon series in the run up to the World Cup.

Check out the game exclusively in next month's issue of *Super Action*.

BIKER MICE FROM MARS

Watch the Big Breakfast at 7:10 every morning from now on. Why? Cos the *Biker Mice From Mars* are comin' at ya five days a week on Channel Four's crazy show, hosted by Chris Evans and Gaby Roslin.

Starring Modo, Big Vinnie and Throttle, these three 22 year old mice (bizarre) ride bikes that would make Harley Davidson turn green with envy.

The Plutarkian Big Cheese, ie Lawrence Limburger, aims to do to Earth what he did to Mars and the only things standing in his way are the three six foot tall mice with plenty of attitude.

Apart from being an ace cartoon show, the *Mice* are set to appear in their own Konami game. Comin' at ya on a SNES at the end of '94, the three Martian rodents are set to

whip the competition off the shelves. At the time of writing the game details are sketchy, but it's safe to say that it'll star all the 'toon characters, some super bikes and bits of Chicago. *Super Action*'ll tell ya all about it first.



WHOOMP! THERE'S MY BUTT!



MTV's most successful duo ever are heading for more worldwide stardom as they prepare to attack the console market. The two heavy metal dweebs in question are the excellent Beavis and Butt Head. Known throughout America as the most hated cartoon double act ever, Beavis and Butt Head caught the attention of most of America's

youth. Rumour has it that a Mega Drive cart is currently in development over in the states, and it won't be long before a Super NES version is on the drawing board. Expect lots of 'Huh, huh, huh' samples and plenty of thrash metal style air punching and air guitar solos too.

Whether or not Nintendo will let the crazy pair get away with abusing small animals and endless 'pull my finger' jokes is another thing. Maybe this could be the start of

something big. Remember what happened to the Simpsons once they had been converted into a SNES game? That's right, it started a whole series of tie in carts spreading over all video game formats. So what can we expect in the future from the two teenage walking disasters?

Beavis and the Beanstalk? Butthead's Nightmare? Butthead versus the Juggernauts? That would be cool, huh, huh, huh.

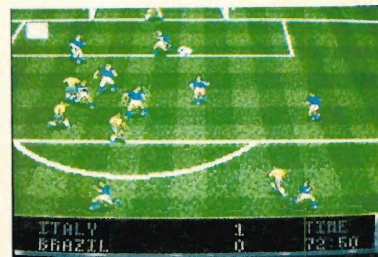


Bubsy takes to outer space in the sequel. Whether he does so in the forthcoming cartoon is another matter.



Fancy a copy of Striker with all the extra trimmings? Well, now you can... shortly.

WORLD CUP STRIKER



The highest selling SNES game of August and September '93, Striker, has been improved upon considerably for its much awaited sequel - World Cup Striker.

Just when you thought that the genre of footy games on the SNES was exhausted, Elite are preparing to launch something that will have to be earth shatteringly amazing to live up to its hype.

Up to five players can now play simultaneously (Multitap required) which is potentially as mint as Virtual Reality Mario Kart!

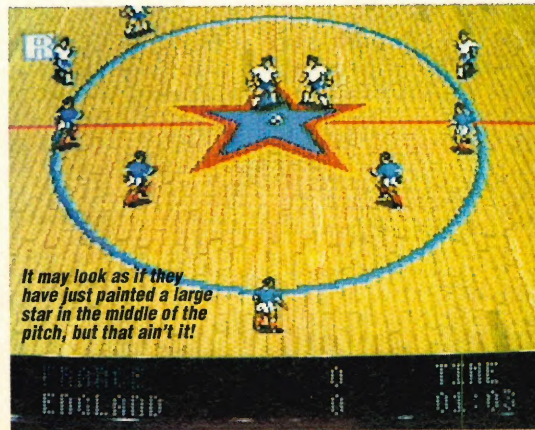
There's going to be a large scale penalty sequence which incorporates digitised players.

In a nutshell, it's difficult to see just how Striker can be improved upon, but

if it looks and plays as good as Elite reckon it's going to hit the top of the charts with a rather loud ping.

Listen to these wonderful features; deliberate foul option, set piece formations and individual player abilities.

We won't pass judgement until we see the game, but the hype's exciting us no end.



It may look as if they have just painted a large star in the middle of the pitch, but that ain't it!

Bubsy The Bobcat 2

Soon to be hitting a television screen near you will be Bubsy the cartoon series.

Those of you who were fans of the original Bubsy game from Accolade (to which Neil gave a commendable 87% in the January '94 issue of Super Action).

The original game sold itself as an interactive cartoon and at the moment plans are afoot for the cartoon series to come out on telly before the platform sequel hits the British SNES scene.

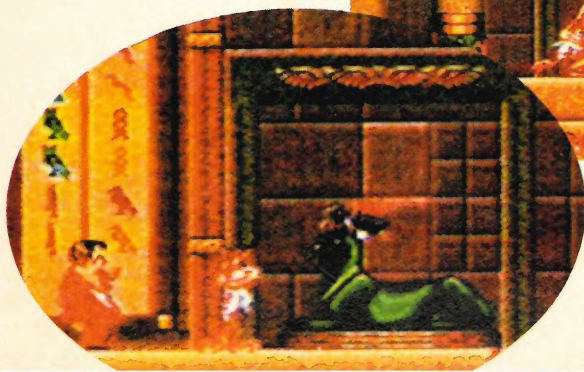
A whole host of crazy new characters are currently being drawn for



both the cartoon series and the SNES sequel.

Accolade's sport line up has been taking all the limelight lately, but Bubsy II could well steal the show later this year.

A sneak preview of how Bubsy II is gonna look when it follows up the debut of the cartoon.



US (GOLD) A 94

US Gold, who are already doing the Winter Olympics, have secured the official licence for the 1994 World Cup. Actual images and designs from the US '94 World Cup as well as animation of the official mascot will be incorporated.

Apart from being able to take part in a direct simulation of the World Cup with the actual 24 teams including hosts USA and holders Germany, the teams can be customised and one-off friendlies and play-offs will be possible.

To add excitement, there will be three difficulty levels (World Cup, International and Club) and plenty of options such as player speed, ball 'glue' (determining accuracy of ball control), game time and weather.

Why not go straight to page 46 for a smart rundown on the World Cup and football games on the Super Nintendo in general.



SMOKE THIS

Remember Captain Novolin? Well, the sugar free super hero who taught you how to eat less sweets and sugary goodies via your Super Nintendo has a competitor. Rex Ronan is his name and stopping people smoking is his game. Rex is a super duper martial arts expert, who also has a nice side line in experimental surgery.

In the game, Rex will shrink to microscopic size and proceed to perform hi tech surgery on his pal, Jake Westboro. You see, Jake smokes and Rex don't like it, so off he goes, searching high and low for tar and nicotine to vaporise.

The game has certain 'exclusive' features, such as an amazing 3D sequence as you fly through Jake's lungs and around his bloodstream in search of his 'looming lung cancer' and his 'impending heart attack'. Bizarre! An official date for Rex Ronan's debut appearance has yet to be announced, but when it does you better be ready for some tough fighting and all the thrills and spills of do-it-yourself laser surgery.



DON'T MAKE ME ANGRY

Over the next year or so, you're gonna see thousands of super hero games being released. It seems as if every software house in the land is diving head first onto the comic book bandwagon.

We've already had Batman, Spiderman and Captain America and now we're gonna get a whole load more. US GOLD have definite plans to release a SNES version of the Incredible Hulk's adventures, Sunsoft are playing with ideas on the life and death of Superman, Ocean are currently working on The Shadow and The Green Lantern and the guys down at Acclaim have just snapped up the hot movie/game licence to Judge Dredd.

Extendable super hero, Inspector Gadget, butch sailor Popeye and maniac cat and muse duo Itchy and Scratchy are also in development too, emphasising the big demand to convert classic comic book and cartoon characters onto the consoles. More news when, and if, we get it.



Above: The Incredible Hulk is all set to rip his shirt and shorten his pants. Meanwhile, Judge Dredd is flexing his pecs at the possibility of a game licence.



SUPER GOAL SEQUEL

Super Goal 2 is out in the USA and it's a beauty! Around 24 countries and their national squads are represented. The Super Cup, Exhibition and Practice Mode are the play options available.

In the Super Cup mode, a full footy season can be played. In the Exhibition mode, different stadia can be chosen and even the ball can be customised. The Practice mode consists of shots on goal with you attacking then defending. As expected from all soccer sims, the option of one or two players is available too.

It's also possible to tell the computer to play a match against itself, so you can sit back in your favourite chair and watch the fun!



Tilt Comin' At Ya!

The JS-306 Power Pad Tilt joypad adds a uniqueness to the world of SNES gaming. Actual physical movement of the joypad controls your sprites. The pad has two turbo settings (fast and slow), but doesn't possess an auto-fire.

However, the unique aspect of this pad is the Tilt option. If you hold the pad level with the ground and rotate it from side to side and back to front, it moves the character that you're controlling. This function is more successful with certain games than it is with others.

For example, tough shoot 'em ups such as the ubiquitous Mode Seven Axelay don't work too well with the tilt function. Stay with us for more...



ClayFighter™

16 MEG CART • 16 MEG CART • 16 MEG CART • 16 MEG CART



- Hilarious head to head 1 or 2 player fighting action.
- Huge 16 Meg cartridge with unreal graphics & fully digitised speech.
- Loads of mind-boggling hidden moves & combinations.

- The BIGGEST characters ever seen in any SNES game.
- Versus mode to match your wits against your friends.

LET'S KICK SOME CLAY



STICKS AND STONES MIGHT MAKE HIM GROAN, BUT CLAY WILL REALLY TICK HIM OFF!

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NBA JAM



Way up in the rafters flies Johnson. The question is, will Johnson burn up on re-entry?



Rebound! Rebound! Get hold of the rebound you worthless fop! Will he ever learn?



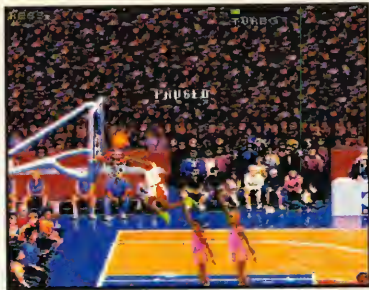
It's halftime and it's also time to watch some videos. I hope Games Master is on. Zike!



Whooooooah... Boomshakalak! I don't know what it all means, but it sure sounds funky.



It's in! After sliding his way across the court, the ball finally hits the basket. Hurrah!



The Phoenix boys are politely asking for the ball, but this guy has other ideas for it.



He's got his mind made up where the ball's going and no one's gonna get in his way.



Here's another screen shot demonstrating the special dunking moves. Wanna see another?

ACCLAIM ● £TBA ● 1 - 4 PLAYERS



Midway's hottest and funkier coin-op ever has finally arrived. It's packed full of Boo Ya and positively brimming with Boomshakalak. Thank the lord for NBA Jam. **JAY**

Possibly the most eagerly awaited console conversion since Mortal Kombat, NBA Jam finally arrives on our Super Nintendo doorstep. You don't need years of basketball experience, you don't need the latest line in designer high tops either, in fact you don't even need to know the rules of the game! It's here, it's instantly accessible and it's one hell of a beauty!

You'll be amazed at just how easy you can get into this game. Seconds after picking up the joy-pad, I was slamming baskets left, right and centre and loving every minute of it. It's that thrill you get when your player is way up high, floating over the rim of the basket - just waiting for you to release the B button before he descends to earth at a furious pace and then smashes the ball deep into the hoop. What an excellent buzz!

When you begin this all night long jamfest, I say all night long



Public Enemy's Flavor Flav makes a star appearance at halftime, or am I just joking?

jamfest because that's what it'll be when you get hold of this cart - an ALL NIGHT LONG JAMFEST. Once you get bitten by the NBA bug, you won't be able to put this down, no matter what's being offered.

Whether it's your Mum shouting you for your tea or the boss telling you to do some work instead of playing games all day, this game has bags and bags of addictive pulling power and you won't want to put it down.

All the intricate details from the original arcade version have been converted nigh-on perfectly. From the unique simultaneous four player option, to the yankee commentator - it all sounds good, looks good and more importantly, it plays good. The America MC will spout various phrases each time someone scores a basket. His one liners range from the subdued "From downtown!", to the down right ridiculous "Boomshakalak!".



Mean Mr Brown is certainly bangin' in some baskets tonight. Shall we check his stats?



Harper is on the ball, his Turbo is burning down and his boots are steaming. Come on!



Score three baskets on the run and you're on fire. Burn the basket for the ultimate thrill.

He climbed high and he beat the opposition - he deserves a place on the score sheet.

Below: Pippen has possession and he's heading for the goal!



Below: Hang around the basket for too long and your opponent will get two points.



Below: Is it a bird? Is it a plane? No, it's an NBA All star player. Okay?



Below: With his body curved and his hands clasped tightly around the ball, he floats!



Above: If you fancy hanging on rims until your arms fall off, then this is the game for you!

A STRANGE DEVICE

Oh dear. This is what faced us when we first rigged up NBA Jam. It basically means that unless you have an original SNES joypad (the one you get when you buy your machine), you won't be able to play NBA Jam. It asks you to use the standard controllers, we ignored it completely and it still let us play on. Go figure.

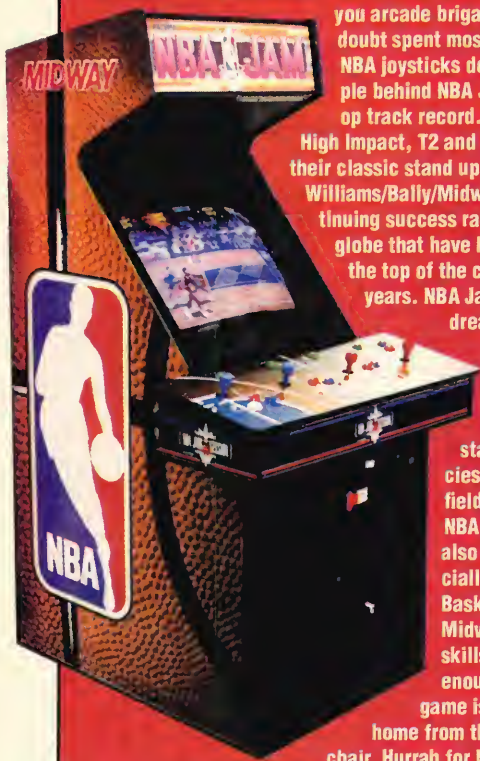
PROBLEM

A DEVICE NOT SUPPORTED BY THIS PROGRAM HAS BEEN CONNECTED.

PLEASE USE THE STANDARD CONTROLLERS ONLY.

VIRTUAL JAMFEST

This coin op is soooo big in the states that the Amusement Machine Association of America named Midway's NBA Jam the Most Played Arcade Machine of 1993. This will come as no surprise to all you arcade brigade boys out there who have no doubt spent most of your allowance waddling the NBA joysticks down at your local haunt. The people behind NBA Jam have a very impressive coin op track record. Defender, Total Carnage, Super High Impact, T2 and Mortal Kombat are just a few of their classic stand up collection. Who are they? Williams/Bally/Midway of course! And it's this continuing success rate in the arcades across the globe that have kept Williams/Bally/Midway at the top of the coin op industry for the past sixty years. NBA Jam makes use of Midway's super dreamy Autostat™ system, allowing a smart programming feature to store individual information about each player's performance. The computer can hold statistics like three point efficiencies, rebounds, dunks, assists and field goal percentages for up to 300 NBA players. The arcade machine is also the first game ever to be officially sanctioned by the National Basketball Association, allowing Midway to utilise the talents and skills of every player in the NBA. But enough about how smart the arcade game is, now you can play NBA Jam at home from the comfort of your very own arm-chair. Hurrah for NBA Jam!



Below: A fine example of just how high you can get while playing this game - way high.

It's the halftime statistics! Always a favourite with the trainspotters amongst us.



26		1ST HALF STATS:		21	
	PTS: 10	TO: 2		PTS: 15	TO: 3
	REB: 5	FT: 2-3		REB: 4	FT: 3-4
	AST: 2	STL: 1		AST: 1	STL: 0
	BLK: 0	REC: 0		BLK: 0	REC: 0
	PER: 10			PER: 15	
	EFF: 100			EFF: 100	
	PER: 10			PER: 15	
	EFF: 100			EFF: 100	

Left: The ball may look like it's going in the basket, but be prepared to go for the rebound.

den' characters in the game too. I've never seen any of these illustrious star players, but rumour has it that the games programmers make an appearance. The arcade version had 'hidden' players too (several semi-naked

beach babes allegedly) and this further shows that NBA Jam stays true to its original counterpart. Have I mentioned the amazing finishing moves yet? No?! Oh joy! These moves are wild, they are crazy, they are simply awesome. Snatch the ball clean outta your opponent's sweaty hands, slap your Turbo button and away you go. Straight down the middle, you're clear! Bang the B button and you're airborne. You twist in the high in the sky metres above the court, the ball is glowing bright orange as you descend swiftly towards the basket with your arm outstretched and whooooooah... BOO-YA! The instant the ball hits the hoop, the perspex backboard shatters into a million pieces, sending debris flying everywhere. Cool. You get up off the floor, dust yourself down and you're ready to do it all again - you don't get injury time in this game bud. With NBA

Acclaim chose Iguana Software to convert this classic for home consumption. Iguana opted for the three button control method (Shoot/Block, Pass/Steal and Turbo) and used the SNES joypad to its best abilities by mixing in basic moves like elbow throws (hit Turbo twice) and knock downs (Steal and Turbo together).

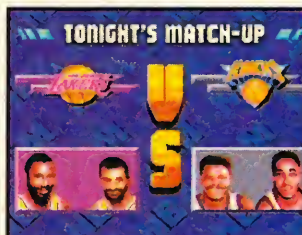
NBA Jam features 54 of the NBA's greatest stars. Charles Barkley, Michael Jordan, Clyde Drexler, Karl Malone - the list just goes on and on (you can check out every single NBA player available on the opposite page in our smart 'at a glance' list). Unfortunately, America's hot new property, Shaquille O'Neal, is licenced to Electronic Arts and therefore isn't involved in the game in any way. Also missing is another USA star player, Spud Webb.

Each team member is perfectly digitised in every detail and I believe there are a number of 'hid-

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Above: The Los Angeles Lakers take on the New York Knicks. Mmm, now that's interesting.



Right: Spot the trallback on the ball? You're heatin' up and it's time to slam.

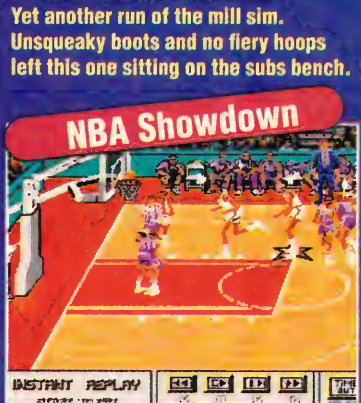
REWIND

FIERY HOOPS AND SQUEAKY BOOTS

Basketball. Such a tricky little game to convert onto the home console, but so many companies have tried and tried to create the ultimate basketball simulation. Even Nintendo themselves have had a crack at reproducing the age old game of slamming hoops and dunk-tastic rim hangers. In my eyes, all that have come before NBA Jam have failed. And unless Accolade's Shut Up & Jam is brilliant beyond belief, I can see NBA Jam being a favourite for months to come.



A very poor attempt at a basketball sim by one of the best software houses in the world. Sluggish, slow and a tad nougatty.



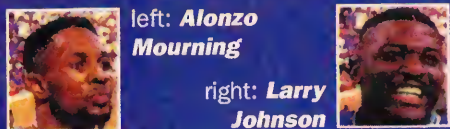
Yet another run of the mill sim. Unsqueaky boots and no fiery hoops left this one sitting on the subs bench.



Nintendo's little basketball baby. It sold well, it played well and it looked really smart. But alas, it's now dated.

THE NBA JAM 'AT-A-GLANCE' ROSTER

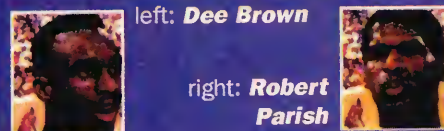
CHARLOTTE HORNETS



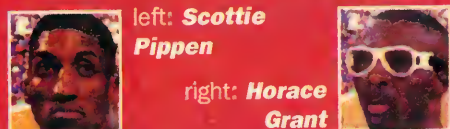
ATLANTA HAWKS



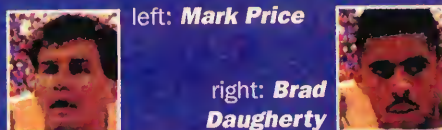
BOSTON CELTICS



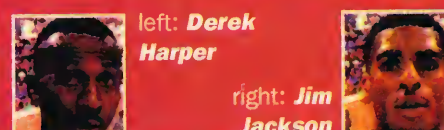
CHICAGO BULLS



PHILLI CAVALIERS



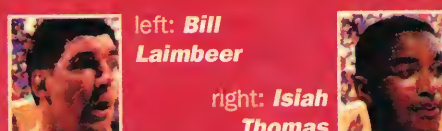
DALLAS MAVERICKS



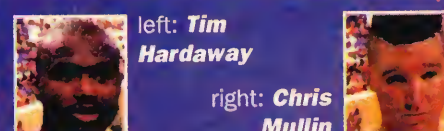
DENVER NUGGETS



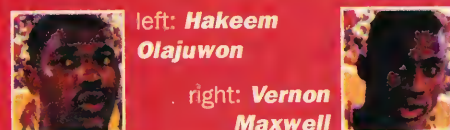
DETROIT PISTONS



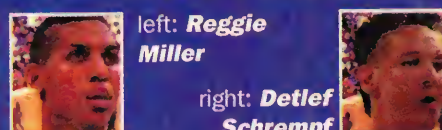
GOLDEN STATE WARRIORS



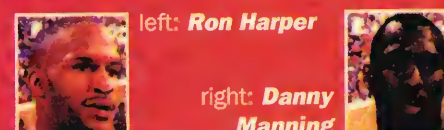
HOUSTON ROCKETS



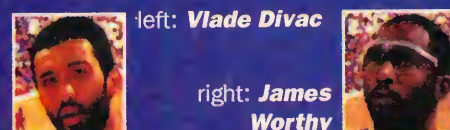
INDIANA PACERS



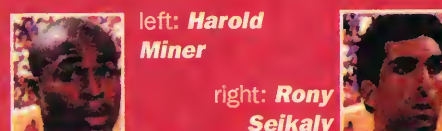
NEW YORK CLIPPERS



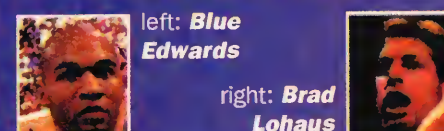
LOS ANGELES LAKERS



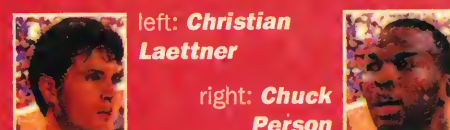
MIAMI HEAT



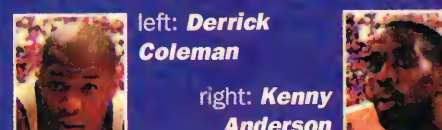
MILLWALKEE BUCKS



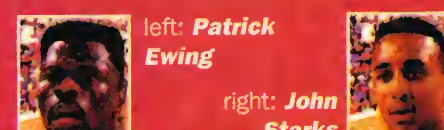
MINNESOTA TIMBERWOLVES



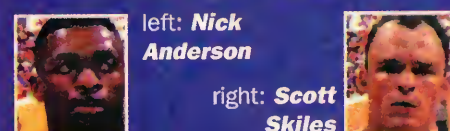
NEW JERSEY NETS



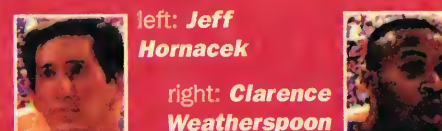
NEW YORK KNICKS



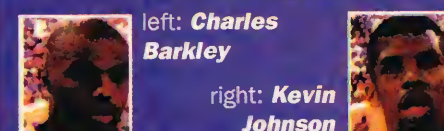
ORLANDO MAGIC



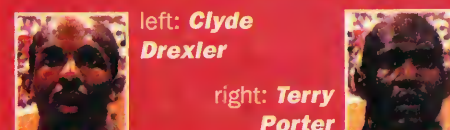
PHILLI 76er's



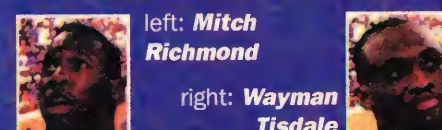
PHOENIX SUNS



PORTLAND TRAILBLAZERS



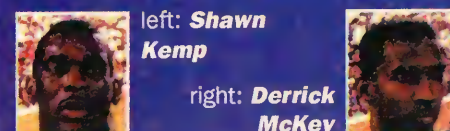
SACRAMENTO KINGS



SAN ANTONIO SPURS



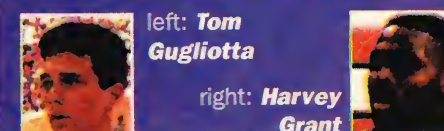
SEATTLE SUPERSONICS



UTAH JAZZ



WASHINGTON BULLETS



Boomshakalak! You did it! You finally shattered the backboard! Clean up the perspex and play on.



Above: The defence tries desperately to win the ball.



Right: He's airborne and he's aiming for the rim. You can't stop these kind of balls going in.

Jam you get a basketball simulation with a difference. Every other basketball sim on the market tries desperately to create a 'real life' simulation, using time outs, referees, back court violations (you know, the stuff that really gets you wound up), and half the time they just don't work properly.

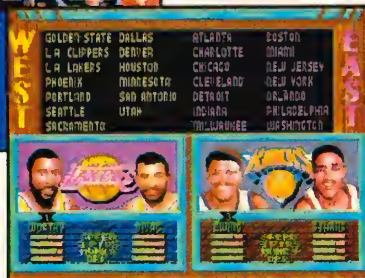
NBA Jam, on the other hand, offers you the chance to play basketball like you do in your dreams. Where else can score more three point baskets in a quarter than Charles Barkley has ever done in

his entire basketball career? This game is just way cool.

The four way player option is great fun too. After Hudsonson Soft's Super Bomberman you probably thought the Multi-tap was

useless didn't you? Well think again. It's arguments aplenty when you and three pals dive onto the court, but it's also a great deal of NBA enjoyment.

Once you've sussed the button configurations out (that'll take you



You've selected your team, now it's time to play ball with the best of them. Good luck.

about two minutes) all you have to do is stop your opponent's shots going near the rim and slam in as many funky dunks as you possibly can. The arcade version had around 50 different 'dunk variations' for you to work out, but the SNES and Mega Drive versions are claiming





to have over 60, so you've got your work cut out for you if you want to be the best player on the court.

For me, this is the very best basketball cart around at the moment. It completely wipes

the floor with NCAA Basketball, and NBA Showdown doesn't even get a look in. There's no 'fancy mode seven whirl around' to contend with and you find the whole caboodle very easy on the eyes as well as the thumbs.



The green dwarf from hell gets another dunk.

65		FINAL GAME STATS:		67			
	FG%: 28 2 PTS: 57 POINTS: 19 DUNKS: 4 ASSISTS: 6 STEALS: 0 BLOCKS: 0 REBDS: 6		FG%: 17 2 PTS: 36 POINTS: 11 DUNKS: 6 ASSISTS: 2 STEALS: 1 BLOCKS: 0 REBDS: 0		FG%: 4 2 PTS: 0 POINTS: 8 DUNKS: 1 ASSISTS: 1 STEALS: 1 BLOCKS: 1 REBDS: 0		FG%: 15 2 PTS: 10 POINTS: 11 DUNKS: 1 ASSISTS: 1 STEALS: 1 BLOCKS: 1 REBDS: 0
LARRY MILLER		SHAQUILLE O'NEAL		PERVIS ELLISON		PERVIS ELLISON	
CPU		CPU		CPU		CPU	

WATCH AND LEARN

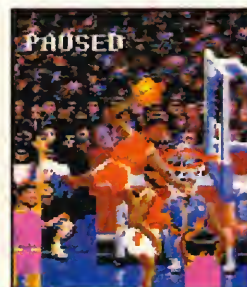
At the end of each quarter, you'll be subjected to numerous coaching tips. Take notice of what is being said, as most of it tends to help your overall playing ability, and that can only lead to more baskets being hit.

COACHING TIPS
PHYSICAL PLAY

CLEAR AN OPPONENT OUT OF THE WAY BY PRESSING THE TURBO AND STEAL BUTTONS AT THE SAME TIME.

COACHING TIPS
CLEAR OUT

WHEN HOLDING THE BALL QUICKLY TAP THE TURBO BUTTON. THIS WILL CAUSE THE PLAYER TO THROW HIS ELBOWS.



Above: The excellent digitised graphics work beautifully in NBA Jam. So smooth, so scary.

Below: Yet another awesome move from Manning. He's had a really good afternoon today.





An excellent coin-op conversion of an excellent game. Plenty of playability, a funky soundtrack, hilarious commentary, millions of players, amazing 'special moves' and one of the easiest games to get into since the dawn of Tetris. If you buy a copy of this, it'll be one of the best purchases you're ever likely to make this year. You can take the funk on a nasty dunk if you want, but I'll be playing boo ya with the big boys.

GRAPHICS ///	95 //
Fluid main sprites, with excellent special twists and turns.	
SONICS /////	89 //
From the booming MC to the squeak of the high tops - it sounds just fine.	
LIFE SPAN ///	92 //
Either one on one or with a team of four, you'll play this for months.	
GAMEPLAY //	93 //
The easily accessible controls will give you hours of endless fun.	
OVERALL	92%

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Oh look, a health power up. This will aid Soccer Kid through his troublesome times.



Take that you big bully. You see that's what's wrong with rugby players, odd shaped balls.



From the start line, Soccer Kid knows that the adventure will be fraught with dangers.



The black cab once again proves that he is exempt from national traffic rules.



Burgers and ice-creams by the plenty if the Soccer Kid checks out the higher plinths.



Oh joy! A football game for me to review. I'm so happy, happy, happy. I just LOVE football. Actually I lie, I detest the sport, but what do I think about the game?

DAVE

OCEAN ● £44.99 ● 1 PLAYER

SOCCER

Football. Once a popular sport enjoyed by the people who played it and the people that watched. Now it seems it's nothing more than an excuse for young degenerates to wander around wearing various articles of clothing that resemble their favourite football team's kit.

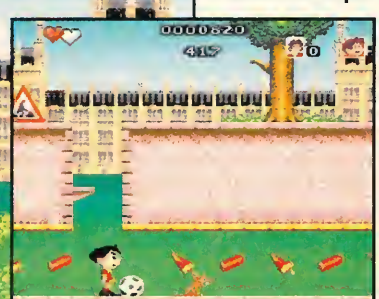
And then continue to upset passengers on trains by chanting unrecognisable songs and getting completely and hopelessly drunk.

And as for the players, they're either kissing and hugging each other or getting their hair permed.

There's a word to describe this scene and that word is 'sad'.

Anyway that's my opinion, back to the game. Soccer Kid is one of Ocean's latest console releases. The action is obviously centred around the world of football. As millions of TV viewers and spectators gather around to watch the world cup in America - disaster strikes. An evil alien called Scab has just stolen the world's most prestigious footballing award, namely the world cup.

There's a word to describe this scene and that word is 'sad'.

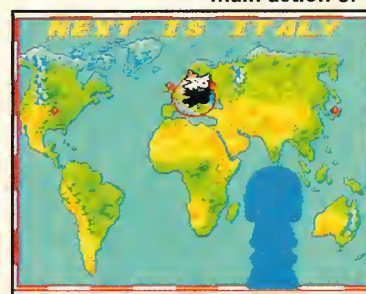


Squeek! Squeek! Squeek! I tell ya. The rat is obviously hallucinating. Must be the chemicals.



Dismayed fans watch as the spaceship departs only to crash into an asteroid that didn't show on his scanners. And what about the trophy? During the impact it shattered into five small pieces, probably lost in time forever.

This is where you step in. A young boy from England witnessed the event and vowed to recover the cup armed only with his football and footballing skills. You must guide this tender youngster through the four corners of the globe to find the missing segments. And it won't be easy. Several obstacles will bar your progress such as clams, bad tempered construction workers and rabid dogs. Starting off in your native land England, you must traverse the streets of London dodging your way past skateboarders and leaping over the huge population of black cabs to grasp extra points in the shape of ice-cream cones. But you can't stop to admire the view of Big Ben for the timer is running out. You must combat the said dangers with your trusty ball. Kicking the ball at a foe will destroy it. It may take a couple of hits before the enemy is vanquished which makes things a little difficult. The main action of the game hardly differs from the start to finish. But the size and difficulty of the game will provide hours and hours of endless footy action. There's more to this game than meets the eye, there's even secret sections of the levels to discover, often rewarding the inquisitive one with a large bonus of some kind. One thing about this game that's most



Italy is the next destination for Soccer Kid.



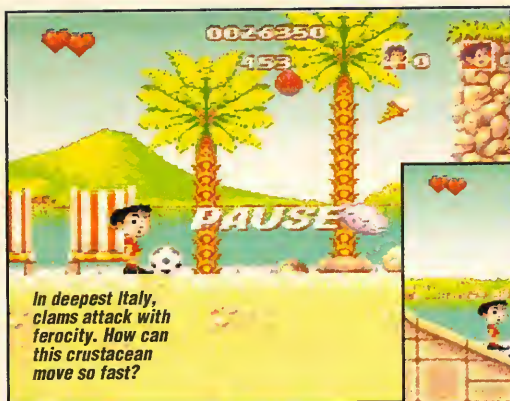
Oh joy! We're going to the underground, what dangers lie ahead? Nobody knows!



See you construction worker. I'm gonna whack ya with this football so there.



After clearing this sector of scuttling rats, we can safely open the secret treasure chest.

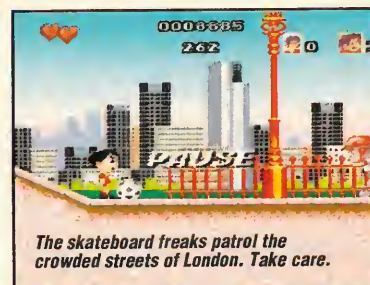


Below: Hanging above the Vespa moped is a wavering coconut.

In deepest Italy, clams attack with ferocity. How can this crustacean move so fast?



Above: Use the football to knock down that idiotic cyclist. I think they should be banned.



The skateboard freaks patrol the crowded streets of London. Take care.

KID



Now I bet this rugby player is doped up on angel dust. And now he wants to kill me.

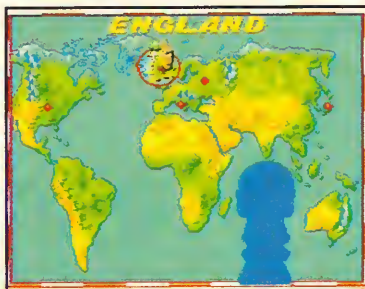
appealing is its simplicity. You've got a life bar at the top of the screen represented by two hearts.

Each time you come into contact with an enemy, it deducts one unit. This energy bar can be increased to improve your longevity, but it will take some harsh searching to find these bonuses.

Because of the platform nature behind this little game, ball control is the most important skill if you're to survive.

Quite often as you progress through your

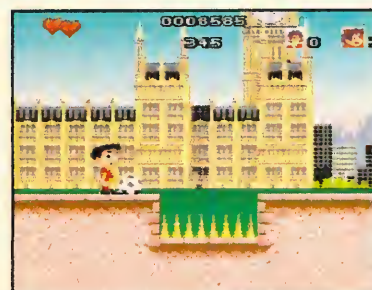
current location you'll find holes in the ground or you'll see a higher platform level where many bonuses lie hidden. But because you play by the footy rules, you can not pick up the ball and take it with you.



Marked on the map by the impressive Big Ben.

You have to learn how to perform the trick shots perfectly if you are to take the spherical weapon with you. However, if you're unable to perform the necessary actions or you've lost ball you can press one of pad's buttons to call up a new one. Be warned though, this can only be done a number of times before you run completely out of balls thus it's game over pal. After you've finished exploring the level, or the timer is running low, you should be leaving the level.

But before you depart for a new destination you must overcome the predictable (but enjoyable) end of level baddie. The first is typically broad rugby player who has a very



Now those spikes are particularly dangerous to Soccer Kid's ball. Best avoid them eh?



Construction girders provide a handy lift system to reach those deeper passages.



Above: At the end of the level your performance is assessed.



Above: Without forethought the moped rider takes his vehicle to the pavement.



nasty temper. It's not often a original game makes its way to the market these days, and it has to be said this is reasonably original in concept.

Its combination of fluid platform action with strategy mixes very well. Soccer Kid himself is full of surprises, he can run on top of the ball, dribble the ball with expert skill and even use the ball's bouncy properties to reach new and higher platforms.

Well, I think I've commented on just about everything. I'm now going to sit back, relax and return to my thrilling game of Soccer Kid. Bye!



What we have here is a typical console game. It's fast, furious and thoroughly playable. The graphics

could have been better in minor ways, having said this they're so fast at times that you don't really pay that much attention to the scenery.

There's plenty to this game to keep you going for ages and if you decide to leave it for a day you may resume play with the available password system. This is what platform games are about. A top action game that will take some beating.

GRAPHICS /// 81 ///

They're not outstanding, they're suffice and very smooth.

SONICS /// 80 ///

I wouldn't record the tunes to listen to, but they do complement the game.

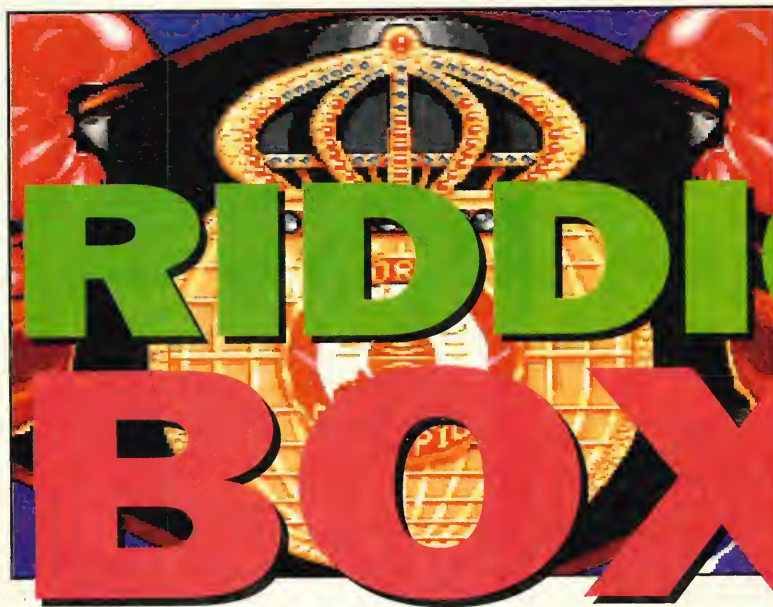
LIFE SPAN /// 86 ///

It's quite hard in the later levels. So thank god for the passwords.

GAMEPLAY /// 89 ///

Very easy to get to grips with. Its simplicity is its saviour.

OVERALL 84%



He's undefeated, wears two championship belts and he's after your blood. Big bad Bowe wants to rumble. Can you handle it? **JAY**

RIDDICK BOWE BOXING

EXTREME ● £49.99 ● 1 - 2 PLAYERS



You can find out any of your boxer's statistics at the drop of a hat in this game. Wow.

There are loads of comical characters to choose from, but why not design your own?



Steve 'The Manchester Mauler' Thomson begins to stare out big boy Riddick.

Holyfield? Bruno? Benn? Pah, what do they know? We are talking Riddick Bowe Boxing here boys, this ain't no pussyfoot, youth club sparing session, this is as real as it's gonna get - so prepare yourself for some pretty fierce boxing.

360* ring rotation, 25 ranked fighters, 65 different fighters in total, extensive punch selection, individual head and body damage meters - that's just a small sample of the many crazy options available on this cart and you have got to deal with every single one of them if you really want to become a world heavyweight champion. The question is, do you?

If your answer is yes, then you've definitely picked up the right cart. Any wannabe Bruno will sweat like a piggy at the thought of getting their mitts on this - it's got the lot.

Not only does it have numerous jaw dropping stats and plenty of amazing options for you to play with, the game itself is quite a stunner. It instantly reminded me of

the old Evanda Holyfield game on the Mega Drive and, on closer inspection, I began to see the similarities between it and Sega's Greatest Heavyweights too.

It's a fairly basic side view beat 'em up bonanza. You can start with a one or two player match, or you can dive straight into the career mode option. This mode has a certain edge on the one or two player options. You can actually design your ultimate boxing supremo right from scratch.

Select your ultimate boxer's huge head, change his hair colour, choose his trunks, colour co-ordinate his gloves with the



Let's face it. This guy ain't gonna get up.



Young Clive Ounn makes an attempt to move.

RIDDICK COOL

Here he is! Big bad boomin' Riddick Bowe. It sure looks like he's received his fair share of bone cracking punches over the years, doesn't it readers? Mind you, I wouldn't mess with him, he's the world heavyweight champion you know. No one on the planet can beat this guy at boxing, and now he even has his own SNES game too! What a boy!



Riddick Bowe is in the white trunks with the red stripe. I don't know who the other guy is.



Crunch! The challenger's ribs take one hell of a pounding from Bowe's almighty fist.



Oh! Cheeky! Even though his ribs are in pieces he still manages a return swipe at Bowe.



It's stand off time. At this point, the crowd begin to jeer and boo. Very poor indeed.

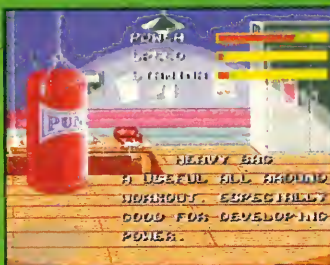
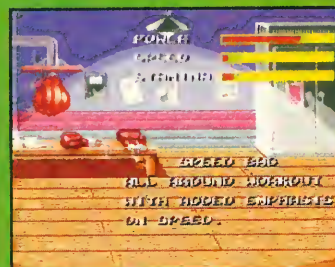


WORK HARD - PLAY HARD!

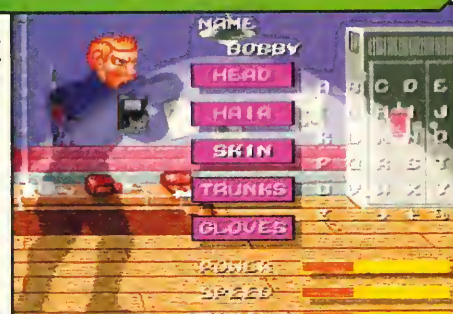
In career mode, you are given a select number of training methods to choose from after each bout. These will increase your power, speed and stamina to various levels.

Hammer the punch bag, pummel the speed bag or spend the interval skipping to your heart's content.

You need to build yourself up into a big boy, otherwise every boxer on the circuit will beat you.



Bobby the boxer's head floats spookily in mid air as we select skin colours.



Big butch comedy boxers scuff it out in a revamped idea from yesteryear and it surprised us all. Spend a

little time with it and you'll soon be hit by its addictive punch. You won't be reeling on the ropes by its graphics or music score, but it is enjoyable, with or without a partner. Not the best simulation around, but it's not far off.

GRAPHICS //	85 //
Comedy jaw lines and amazing hair styles. Fluid and swift throughout.	
SONICS //	79 //
Plenty of cocky one liners from the fighters. Lots of "Huh!" samples too.	
LIFE SPAN //	88 //
In two player mode, it could last you forever. Career mode is easy.	
GAMEPLAY //	89 //
Nice moves and the controls are not too frustrating. Just box.	
OVERALL	88%

WE



Above: Squidly, our very own boxer, drops a mean blow on the grey haired fella's broken nose. That's what we like to see!



Bobby aims low, but doesn't reach his target. He must time his punches if he wants to win.

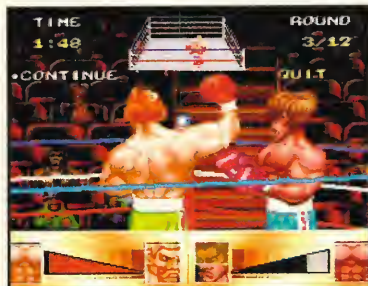


Riddick Bowe you see on the intro screen bares no resemblance to the strange fighter on the score board. The intro screen shows and well built, hefty young fighter with a massive grin across his face and the other one looks like a young Lionel Richie on steroids.

All the boxing characters have comical features, ranging from the 'circus strongman' image, to the 'young Clive Dunn' look. Each one has a swear box full of taunts and jeers to wing you up no end, but as long as you take no notice and stick to the fighting, you'll have no trouble wiping those smug grins off their faces.

It's okay as boxing sims go and I personally prefer it to Boxing Legends of the Ring, despite what other people in the office say.

As I've said, it really does look as if they've bought up the rights to Sega's Holyfield cart and changed the lead name boxer to the current world champion, but what do I care, I have't spent any of my money on it. It can be a top daft laugh with a couple of pals and the one player mode is cool too.



Whoomp! Cyber uppercut to the jaw! Now we're cookin' with gas! Prepare to kiss canvas.

rest of his attire and finally decide which skin colour you'd like him to have. Once you've formed a definite contender for the world heavy-weight crown, give him a mean threatening monicker and you're ready for business.

To begin with, you'll find that you only have a small number of opponents, but don't worry, as soon as you start to KO the lesser ranked boxers, you'll shoot up the score board and have lots of new and exciting beefcakes to battle with.

The controls are difficult to master at first, but if you take your time and agree not to dismiss the game straight away, you'll find they can be quite responsive.

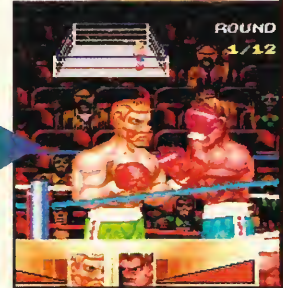
All the jabs, hooks, uppercuts, body blows and the all important blocks are here to use, so you'll have no excuse for any pathetic defeats. Surprisingly enough, the



Bobby (the one with circus strongman 'tash) squares up and prepares to punch the top.



Boom! You don't stop them! Bobby has the young pup reeling on the ropes now.



The cheeky scally sobs as Bobby looks rock hard, as per.



Below: Mega Man makes his first assault on the maverick armies of Sigma.

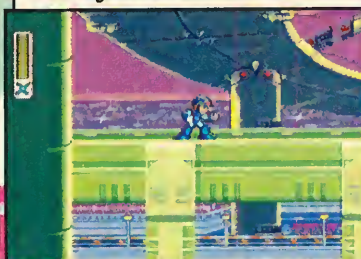


Would you believe that Mega Man has arrived at the airport? Now where's the Duty Free?



Storm Eagle's flying fortress provides many a scary moment for our intrepid hero.

The motorway flyover provides the setting for Mega Man's first real battle.



Zero explains how you can get stronger by collecting weapons and power ups. Mmm, interesting.

CAPCOM • £51.99 • 1 PLAYER

MEGA



Mega Man X is Capcom's first attempt to bring their long running Game Boy superhero to 16 bit fame

and fortune and the future looks rosy for our titanium clad pal. **NEIL**

UNCANNY X MAN

X was built to last and Dr Light gave him many special powers and weapons to defend himself against hostile attacks. Below are some of X's capabilities and bits of robotic wizardry that will protect him against the mavericks.



HEAD: Broad Range Camera, combined with an ultra sensitive voice recognition system.

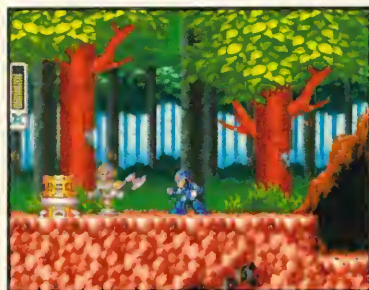
CHEST: Energy generator powered by a micro fusion fuel tank and contains X's C.P.U.

ARMS: Main weapon is the X Buster Mega Laser, but this is also a variable weapons system.

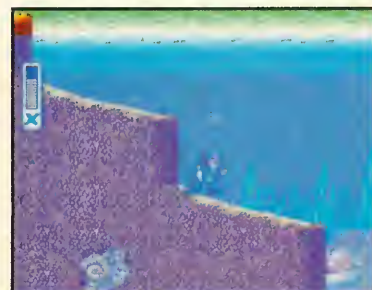
LEGS: Gyroscopic stabilization system also linked to the smart energy acceleration system.



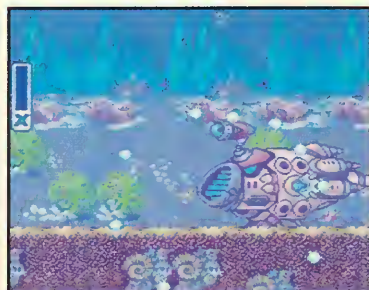
It's Woody Metal Pecker. He isn't quite as friendly as the annoying little cartoon though.



Robotic wood cutters will swing their axes willy nilly, it's best to duck.



Launch Octopus has hoards of homicidal seahorses and giant crabs at his disposal.



The submarine will blow water at you and try to knock you onto nearby spikes.

During an archaeological dig, Dr Cain uncovered an abandoned laboratory of the brilliant robotics scientist Dr Light. In the buried lab he found a large metallic container, and discovered that it contained a new robot, the likes of which the world had never seen.

X (the robot's name), had been given the special power of free will, the ability to make his own decisions and to change his own destiny. Scared of the potential evil uses of his machine, Dr Light had put the finished X into a kind of suspended animation, just prior to his untimely death.

Cain was so impressed with the techniques of Dr Light that he transported all the intact equipment back to his own lab and began working on the project again, beginning by bringing X back to life.

Using the help of X, Cain began constructing his own 'replods' and assigning them to do the jobs of humans. All was going well until the odd reloid began to go maverick and started injuring humans.

The council decided that a group of hunter replods, lead by Sigma, one of the most intelligent of the machines, should be set up to find and terminate any remaining dangerous maverick replods.

Sigma then came to the conclusion that humans were in fact more

inferior than the maverick replods, and decided to go maverick himself and eradicate the human menace. X took the news very badly and decided that he wanted to join Zero the leader of the new hunter replods who were attempting to hunt and destroy Sigma and the remaining mavericks.

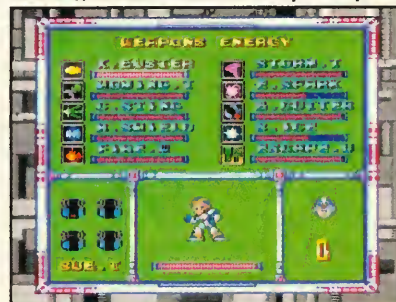
Okay, okay, so the storyline is a load of old crap and bears more than a striking similarity to films like Blade Runner and Total Recall, but does that mean it's a pump game? No sireee, it certainly doesn't. Anyway as sto-

rylines go Mega Man X is one of the more believable ones and less over the top than some games I could mention (but won't as I simply can't be bothered!).

As X you must do battle with the nine most powerful and important maverick replods through 12 levels of action. Each Maverick lives in an area best suited to their way of life. The robotic 'Chill Penguin' for example, lives in the frozen wasteland (you'd never have guessed would you?) and you must do battle with loads of freezing beasties before you gain entry to his lair.

Beating these foes will require you to collect power ups and extra weapons (nothing new there) but the number of extra weapons and items of collectable hardware, kind of defies belief.

In terms of gameplay, Mega Man X is merely another platform game



Just look at the weapons you could collect. Wow!



After losing your first battle, the game is far from over, it's really just beginning.



There are some pretty impressive backdrops to be seen in and around Mega Man X. Honest.



Above: The robotic bats just hover annoyingly overhead.

Climb into the big robot suit and you can punch the baddies to a pulp.



MAN X

and therefore nothing staggeringly new, but there is something about it that makes you want to play it again and again.

Graphically it's pretty cool (it's from Capcom) so maybe that's what attracted me to the game, fantastic backdrops and chunky, well designed sprites certainly are appealing, but there is still more.

It's infuriatingly tricky at times which makes you want to try harder and harder to complete it and there is enough excitement to maintain your fairly long term interest, but again that's not the whole reason.

This game just seems to have the right combination of graphics, sound and quirky gameplay to make it worthy of repeated playing.

Don't get me wrong, it's never going to be an all-time SNES classic, it's not original enough for that, but this is undoubtedly one of the better scrolling platform games available and I like it. For this reason I will be waiting with anticipation for Mega Man XI.



Run away from the massive robotic mole, unless you have a huge supply of weapons.



Above: The cart will kill all those nasty little blighters in true roman chariot style.



The mechanical emu doesn't require too much blasting to get past. The mechanical Rod Hull probably won't be too chuffed though.

Right: Shoot the huge mechanical bee and the floor beneath you will collapse.



Below: Storm Eagle in full effect. He'll dive bomb you.



MAVERICK MORONS

The nine main maverick reploids consist of eight animal/robots and their leader Sigma, one of the smartest reploids ever built. Each rules over their own domain with an iron fist and will prove to be worthy adversaries to anyone who threaten them. Their domains range from icy wastelands to underground mining cities. All the characters must be defeated in order for you to complete the game.



FLAME MAMMOTH



ROOMER KUWANGER



SIGMA



STING CHAMELEON



STORM EAGLE



ARMORED ARMADILLO



CHILL PENGUIN



SPARK MANDRILL



LAUNCH OCTOPUS



The 'Now that's what I call...' version of the gaming world has just begun his tenth adventure, making the

Mega Man series the largest number of games to be based on the same popular character.

Having said that, this is Mega Man's 16 bit debut and it made quite an impression on me, I can tell you. Excellent graphics, as we've come to expect from Capcom, and imaginative platform action make this look and play very well. Can we have some more of this? Please?

GRAPHICS // 89 //

Chunky imaginative sprites and plenty of cool backdrops.

SONICS // 80 //

Nothing totally amazing here, but they definitely suffice.

LIFE SPAN // 88 //

A big game with plenty of action, this should keep you going.

GAMEPLAY // 86 //

Basically a platform game, but it's a damn fine one.

OVERALL 87%



NHL STANLEY CUP



The Flyers make an attack on goal, then need this one to equalize the score line.



A gap in the St Louis Blues defence leaves the way open for the Quebec Nordiques.



The blues are trapped in their corner. A long pass is what's called for now.



The race is on to reach the puck first. The players must remember not to slash each other.



See those body checks time and time again with the instant replay mode.



The odd pass here and there is probably a very good idea if you want to score goals.

NINTENDO ● £49.99 ● 1 - 2 P



Did you like Nintendo's NCAA Basketball? If so, then throw off your dirty sneakers, buff up your blades and prepare to face off with their latest hockey sim. **NEIL**

The NHL Stanley Cup is one of the oldest traditions in the world of ice hockey, dating right back to about 1892. Donated by Lord Stanley of Preston to the greatest hockey team in North America, the cup has gained status and is now regarded as the highest honour that any hockey team could aspire to.

Nintendo's new release attempts to bring all the excitement of the battle for the cup right onto your SNES. They have actually produced what has to be the most eagerly awaited hockey sim for quite some time.

The problem is, that when a game is predicted to be a massive hit, like as NHL Stanley Cup is, it comes under very close scrutiny indeed.

Once the magnifying glasses are out, then a game has to be pretty special to make it through the ordeal intact, every single fault is going to be picked up on and commented about.

Sadly, I'm not totally convinced that NHL Stanley Cup will successfully run the gauntlet of games reviewer abuse. Don't get me wrong, this is a gorgeous looking

game, nice big players that are well animated, and a brilliant ice rink, but I think that the term 'mode seven overkill' would be a very serious understatement here, and so the criticisms begin...

NHL Stanley Cup bears similarities to NCAA Basketball in that the screen changes perspective as different players gain possession.

Before you get too excited though, in NCAA basketball it worked extremely well and gave an added dimension to the game, but it doesn't have the same feel in ice hockey.

The thing about basketball is that the object of everyone's attention (the ball), is what you could call fairly large and it moves at a



Choose your teams, what nice logos they have.



The end of period commentary. Not a high scoring game that one. Very dull.

NCAA BASKETBALL

The rotating/change of perspective approach to sports sims is not a new one. Nintendo's own NCAA Basketball used a similar method, though it was much easier to tell what was going on. This mode seven effect looks very impressive, but does divert you from the gameplay in NHL Stanley Cup. Not so in NCAA Basketball it made it a particularly novel and playable game.



It's a goal! When the red lights start flashing, then the puck's in the net.



He shoots, he scores! I wouldn't be an ice hockey goal keeper, even if you paid me!



Y CUP

LAYERS

speed that is possible to follow. Now the thing about ice hockey is that the puck is what most people would call very, very small and can move at anything up to one hundred miles per hour – thus making it very difficult to spot.

Such characteristics are not themselves totally conducive to a full comprehension of the state of play. When combined with a screen that spins like a whirling dervish, and brightly coloured lights being flashed in rapid succession, what you get is a bit of a vomit inducing free for all with hockey sticks (now that could be really dangerous).

It's almost impossible to string together a series of moves that could lead to a goal being scored. It just seemed that the best tactic was to wade in slashing your way through the other players, on the off chance that you would gain possession of the puck. Then, regardless of your position on the rink, just thwack it towards the opponent's goal and hope to catch their goalie off his mark!

I do like games that aren't too easy to pick up straight away because they're a challenge, but this was just a little silly. I'm sure that extensive practice when you are feeling particularly alert would lead to a greater understanding of what on earth was going on.

As it stands though, it appears as more of a mode seven promo, with Nintendo boasting, "just look at how fast and smoothly we can spin the screen round, eh, eh, look, eh, good innit?"

Unlike the in-yr-face graphics, the sounds are fairly subdued, but the basic effects and tunes don't make for an appealing game and seriously undermine the exciting feel and impact.

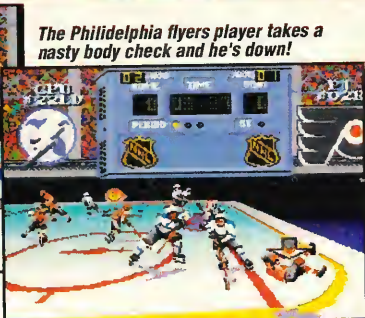
In terms of longevity, I think that if you are a serious hockey fan and a very patient one at that, then this game (with plenty of practice) may turn out to be alright. You'll have to

face the fact that this is going to take you absolutely ages to get a grasp of the controls and get used to the way the screen moves before you can realistically play a good game of hockey.

Overall, NHL Stanley Cup is a bit of a major disappointment. As the game opened and the play screen span round for the first face off, I was stunned and amazed. The thing is, it just didn't stop spinning. If it had, I think this cart could have been so much better. Never mind.



The Montreal Canadiens make a swooping attack on the Blackhawks.



The Philadelphia Flyers player takes a nasty body check and he's down!



Face off inside the Blackhawks' zone. It could be trouble.



The arrow indicates the player the defending team has control of.

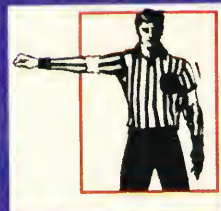
IT'S A PENALTY!



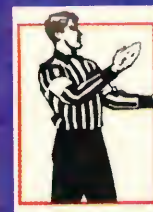
INTERFERENCE: If you try to attack a player who doesn't have control of the puck, or seriously hinder the opposition's puck saving ability then you'll be in for the high jump sonny jim!



HOOKING: When a player hooks an opposing player with their stick, or holds his stick just below his knees and starts humming Blue Monday's bass line!



ROUGHING: Any player who exhibits unnecessary violence or goes camping with no tent, sleeping bag, or toothbrush is just asking for trouble. To the sin bin!



SLASHING: Any player who uses a slashing motion with his stick to impede an opposing player will get a stern telling off. This penalty is particularly harsh if he has exchanged his stick for a sharp scythe!



CROSS CHECKING: Such a penalty will be called on any player who checks another player whilst still having both hands on the stick, and no part of the stick on the ice.



TRIPPING: When any player causes another to fall using his stick, foot, arm, lasso or trip wire. Can lead to a penalty shot!



DELAYED CALLING OF PENALTY: When a player is penalized but the other team has possession, then play continues until the penalized team gets possession. The penalized team cannot score during this time.



Nice try, but Stanley Cup didn't quite pull it off. What worked well on NCAA Basketball doesn't automatically lead to a successful ice hockey game. This cart could have been invisible, zero-G ice hockey in the dark and I still think it would probably have been easier to understand.

Admittedly, it does demonstrate the true power of mode seven graphics, but the programmers must have been like a child with a new toy.

Less emphasis on the 'realistic' perspective side of things would have resulted in a much more playable and enjoyable game of ice hockey.

GRAPHICS // 84 //

Generally very good, just too much mode seven jiggery pokery.

SONICS // 65 //

Limited is probably the best way to describe them I think.

LIFE SPAN // 76 //

If you have the patience of a saint, then you might be okay.

GAMEPLAY // 73 //

Didn't live up to my expectations based on NCAA basketball.

OVERALL 74%



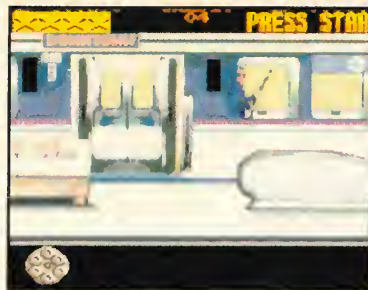
The Philadelphia Flyer's goalie in full glory. We are all very impressed!



Avoid the blades that this guy throws at you. Shoot at them to stop their progress.



It's never like this on the 269 Intercity is it? I hope these dudes have a rail card.



The 10.30 to Euston has been cancelled on account of their being gangsters onboard.



It's that evil end of level dude again. Keep on blasting at him and he'll soon die.



Practise your shooting prowess on these stationary targets. It's not as easy as it looks!



Shoot the required number of targets and you'll receive a promotion. Miss and that's it.

LETHAL ENFORCERS

KONAMI ● £74.99 ● 1 - 2 PLAYERS



If you, like me, have the odd flashback to the times where Tin Can Alley was the best shooting game around, you'll welcome Konami's latest venture with open arms. **JAY**

Arcade games. Don't you just love 'em? Designed to give you endless hours of entertainment and leave you with no money.

But what happens when you convert an arcade game onto the best home console?

Admittedly, you still get hours of fun. Also, you no longer have to trot to the ugly change lady who sits festering in that little dark box in the corner of your local arcade any more and ask her to change the last of your money - what a treat! The thing is, Lethal Enforcers can give you both these joys of life. Unfortunately, it's still going to cost you lots and lots of money.

So you just skip the ugly change lady basically.

Seventy-five quid is a lot of money for a cart, especially for the younger gamer. Come to think of it, £75 is a lot of money to most people. I was told that Konami were considering losing the add on light gun from the Nintendo version of Lethal Enforcers, because it would prove to be too expensive.

Well, it seems that's been blown that clean out of the window, doesn't it!

Yes, contrary to what I said last issue, it now appears that Konami are indeed releasing LE with the light gun. It's a big bright blue



Cripoline suits are all the rage nowadays. Or so Dave Goodyear tells me.



What a shot! I can't see this guy using the toilet in a long while. Pain, pain, pain!



A friendly policeman will pop up occasionally, just to say 'Freeze' and then walk off.



56%?! 56%!! A blindfolded TJ Hooker could do better than that! Jeez!



Shot the guys on the boat, off the boat and anyone within a mile of the boat.

REWIND

BANG! BANG!

There hasn't exactly been an overload of available arcade style shoot 'em ups as late. The most recent one (and the only one I can remember with any clarity) was Acclaim's T2 Arcade game. This involved you, as Arnie, running around the place blasting everything that moves. The same can be said of Lethal Enforcers, except it's massively superior.



CLINT EASTWOOD

Good old Clint may be a wrinkly old mayor of some backwater hillbilly town nowadays, but there was once a time were Clint kicked ass.

From his cowboy roots in such greats as 'The Good, The Bad & The Ugly' and 'A Fistfull Of Dollars', to modern day classics like 'In The Line Of Fire' and 'Every Which Way But Loose'. His Dirty Harry movies made his fortune and made him a household name. He was the hardest man in the world with the biggest piece in movie history.

Clint wasted scum sucking punks and cleared the city of drug pushers and pimps – all with the help of his meaty Magnum. An idol for millions and just some old prune who used to wear a blanket over his head to others. Relive Clint's dream – shoot a bad guy.



ERS

Magnum type thing and it looks very swish indeed.

I wouldn't mind having the gun included in the package, as since I've been using it, not only has my aim improved somewhat, but I think I prefer it to the joypad method. Not that the pad works badly, it doesn't, it's just not as good as the real thing so to speak.

Yes, you still look fairly stupid leaping around the room waving this sky blue cannon, although after a while you really want to be playing this for real. Slap the theme from Shaft on the stereo and you're halfway there.

I'm not promoting violence or gun wielding, kids, I'm just trying to tell you that this game gets your juices pumping.

It's like an interactive episode of Miami Vice (or something).

Drug barons popping up from every angle, gas masked rifle men swing from overhead cables, crap

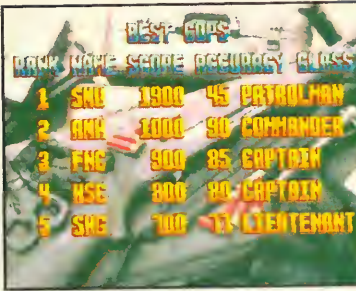
suit wearing fops leap from behind cars – this cart has class.

Okay, so you've only got five missions and the shooting range to entertain you, but once you've completed it all you'll still come back to it and play it to death again. That's the beauty of an excellently converted coin op, its pulling power.

Think about it. Would you produce a game for the arcades if it wasn't addictive? Who would play it if it wasn't? Think about it. And that's why Lethal Enforcers leaves all the other previous arcade shoot 'em ups sitting in the back room, gathering dust.

I know the 'targets' move a little on the slow side, but it's still a quick moving game. If you set the game on its toughest level, you'll find the screen awash with crimp-lene clad gangsters and the action is all very hectic.

Keeping all your shots on target



Do you want to see the highest scores? Nah!



At the end of each level, you can see just how well you did. Oh dear, Patrolman. Very poor.



Left: This shatter effect is the result of you being shot.



Oh no! Mad Chinamen waving knives in my face! Go away fool or I'll shoot you.



Above: Now I have my trusty shotgun by my side instead of that sad pistol.

LETHAL ENFORCERS

Lethal Enforcers is yet another high quality product that can nestle snugly next to Batman Returns, Turtles Tournament Fighters, Parodius and the rest of the classic carts currently residing in the Konami nest. Its high price tag might put off quite a few potential punters, but if I were you, I'd seriously consider this purchase. It's the best shoot 'em up you're likely to see for a while and it can be a laugh being Dirty Harry for the evening.

So to coin an old phrase and to round off this review with a corny one liner – go ahead punk, play my game.

GRAPHICS	86
SONICS	87
LIFE SPAN	90
GAMEPLAY	87
OVERALL	87%

can prove to be more of a challenge than you first expected. You lose points, or rather promotion, each time you miss one of the bad guys. Your aim is to make it to the top of the Police ladder (you don't want to be a patrolman all your life do you?) and kill all the gun toting hoods as you go.

You'll have lots of fun playing this cart, either on your own or with a partner, and you'll continue having fun with it until your arm falls off. It shouldn't be classed as a violent game, because it's not.

You won't see any blood, any mutilation of animals (except the squawking chicken, but even that doesn't die) you won't even find any localised hair stretch. All you're gonna get is an excellent, enjoyable arcade shoot 'em up and a bright blue plastic pistol. And if that doesn't sell it to you, I don't know what will.



The targets are easily spotted, due to their bright day glo yellow jacket mostly.



Peekaboo! Be prepared for gun wielding fops to pop out from anywhere at any time.



You can meet all kinds of social oddities down at the chemical sewage plant. Just look.

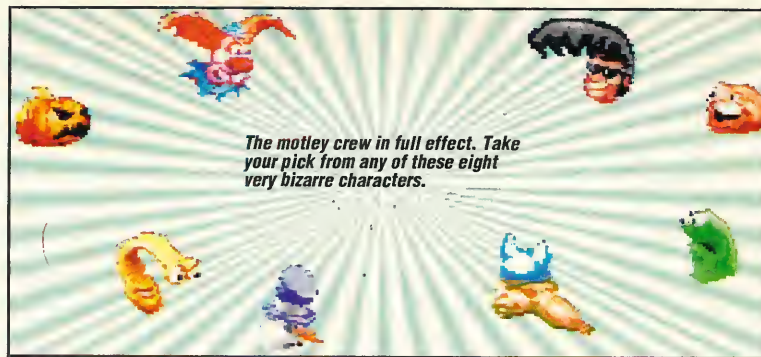


Do you honestly think I'm going to miss you from this distance? Eat lead sucker!



What happens when radioactive clay and a load of circus rubble combine? Trouble, that's what and

plenty of it. **NEIL OCEAN ● £TBA ● 1 - 2 PLAYERS**



The motley crew in full effect. Take your pick from any of these eight very bizarre characters.

CLAY FIGHT

When a strange purple clay meteor landed on an abandoned amusement park in Playland, clay was spread over everything for miles around. Hours later something began to stir and from the devastation emerged a creature, a freakish concoction of radioactive space clay and circus rubble.

Then another appeared. Then another. Each of these mutations had but one goal in what could laughingly be described as their life. To become king of the circus!

The battle for supremacy is a tricky one and there will inevitably be winners and losers but it's a battle they all feel they must fight for some reason. So we enter the realm of the Clayfighters, possibly the strangest set of clay/circus creatures you are ever likely to clap your eyes on.

From the sheer horror of Bad Mr. Frosty, the homicidal snowman to the terrifying lunacy of Ickybod Clay, a ghost with a pumpkin for a head this is one curious bunch.

Clayfighters represents a slight departure from your run of the mill fighting game. There's no blood or



Bonker lays into Ickybod Clay, but where has the ethereal ghosts head gone?

giblets flying anywhere, no terrifying screams, and certainly no nervous system removing death moves, but don't throw your hands up in disbelief and turn the page just yet. Clayfighters is, what we technically refer to in the trade as, quite amusing. Traditional beat 'em up/fighting games have come under a lot of stick recently

because of their possible violence inducing effects. How Taffy, a simple ball of solid sugar biffing (Batman style) a blob of radioactive clay is going to stand up against this argument is open to question but surely it can't be tarred with the same brush as Mortal Kombat. When you first start playing this game I think you'll probably agree that it has more laughs than you would find in a Morecambe and Wise Christmas special (nearly!) and this really is its biggest selling point, but there is more to it than just laughs.

Each fighter has several moves, punches and kicks which can be performed either quickly though less damaging or slower and more brutal attacks. When the characters get close together though, that's when the fun really starts. Each has a close attack move, a throw and a holding move which range from strange to way beyond ridiculous. In addition to all these moves each clayfighter has learned a special move that can



A swift kick in the jacksy and Helga is airborne. Ickybod seems pleased with his efforts.

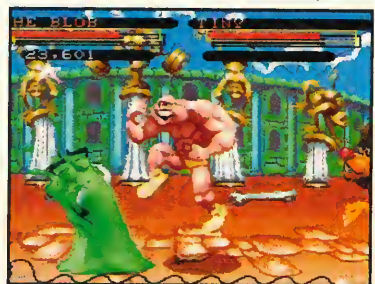


No Taffy, it's salt your supposed to throw over your shoulder, not Bonker.

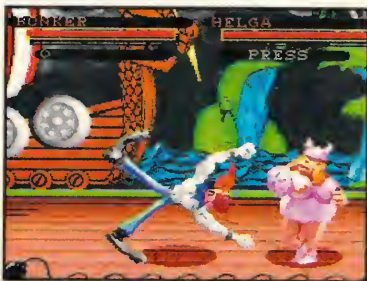
be performed in certain circumstances. As with all special moves in any fighting game timing is of the essence, so serious practice will be required to get to grips with them all.

Well as I'm sure your aware no game can go completely without criticism and Clayfighters is no exception. I'm not exactly sure that what this gains in laughs it matches with gameplay and longevity.

Blue Suede Goo's special 'Hair Blade' move may have you rolling about in stitches the first few times you see it but can that really last? I fear that much of the initial amusement will be tempered with at least



The blob takes one on the chin. That could be it but the blob has a little trick in store...



Bonker cartwheels his way towards Helga's outstretched fist. It could be trouble.



Helga the big fat Opera singer falls to the ground at the sheer horror of Ickybod Clay.

IT TAKES TWO, BABY

Clayfighter, originally created by Interplay, has recently received official Nintendo status and is now being distributed by those great guys at Ocean. Both software houses have been responsible for some excellent games in the past and have a proven record in the SNES charts. They are jointly running the compo featured in this review. Check it out.



By turning into a circular saw he simply chops Tiny into two halves. How pleasant.

CLAYFIGHTER COMPO

Ocean Software and Interplay present a punchy compo to mark the launch of Clayfighter. Five Bryan punch bag and mitts sets are up for grabs. All you need do is answer the three questions below correctly, send 'em to us on a postcard to Clayfighter Compo at the address on page 4 before 15 April. Good luck!



- 1) Another 'Clay' fighter was Cassius Clay. But what name is he better known as?
- 2) The Elvis impersonator is a formidable foe. But can you name the real King's home and resting place?
- 3) Helga bares more than a passing resemblance to which ex-wife of Sly Stallone?



Bonker scoops up Bad Mr. Frosty and hurls him off the screen. Oh well never mind!



When Frosty says "Jump!", Bonker asks "How high Frosty?". My he's mean ain't he?

ER



Above: Frosty appears to have met his match with Tiny. He is on the verge of being knocked out.



Bad Mr. Frosty makes an unsuccessful swipe at Tiny's head. He's gonna get it now!

a little boredom after a couple of hours playing. There's not enough boredom to make playing this a chore, but a bit nonetheless.

Lets face it, were not talking SFII gameplay standards or technical brilliance. There aren't as many moves and the graphics, though impressive, don't move as fast or smoothly as they should.

Streetfighter works not because of the blood, guts and violence but because it is an immensely playable game much more so than anything that has since tried to emulate it. Clayfighter doesn't work quite so well simply because it is less playable.

In its favour what Clayfighter does offer is a much needed new angle on the violent beat 'em up genre. It is an amusing (initially at least) and fairly playable game with pretty graphics and good speech samples. that's about it though and for a game to be a victor in the SNES stakes it takes something extra special, something that I don't feel Clayfighters has.



Above: Taffy and Tiny do battle. Taffy looks really quite angry doesn't he?



"Thank you very much". Blue Suede Goo flicks his hair at the Blob!

Below: Goo struts his stuff up and down the keyboard. Look at that quiff.



Below: Frosty's snowball attack. Mmm, very scary!

Below: Bonker is for it now. If Ickyrod can summon a special Super attack it's game over.



No blood or guts just clay related revelry throughout. Eight very imaginative and well designed characters battle it out to be king of the circus and it's quite a lark. Some of the special moves will have you rolling around with your feet in the air I'm sure. Realistically this isn't going to give SF 2 a serious run for it's money, there's not enough playability or longevity for that, but it still offers something new and fairly original to those tired of endless SF 2 clones.

GRAPHICS //	89 //
By far the best bit. Big, colourful and amusing. They're impressive.	
SONICS //	86 //
A couple of tunes and some pretty good speech samples.	
LIFE SPAN //	78 //
Becomes a bit repetitive after a couple of hours.	
GAMEPLAY //	82 //
Not upto SFII Turbo standards but still well above average.	
OVERALL	82%



Jump from large colourful blob to large colourful blob to find loads of goodies.



Plok demonstrates his spinning attack, though for no apparent reason!



If you collect enough of the pasta shell things then you'll get a plok bonus.



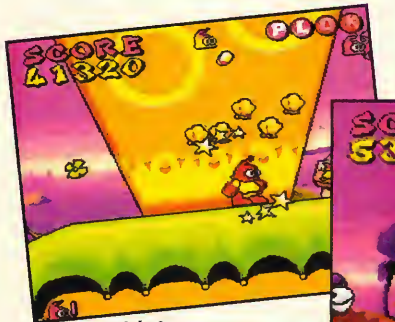
Retrieve all those lost limbs from the handy coathangers near the targets.



You have just collected a bonus Plok. I can hardly contain my excitement.



Ploxtinator, with his flame thrower back pack, stands waiting for trouble to start.



Above: Plok has just collected the Gem which means he has some protection, for a while at least.

Right: Ah what a lovely sunset. Actually it's just Plok spinning in the air.



PLOK

NINTENDO ● £TBA ● 1 PLAYER



Follow the arrows to find those elusive flagpoles and see if you can find the missing flag.



If you really hate giant fleas, but love big flags and plenty of detachable limb gags, then you're in for the time of your life with Nintendo's latest platform icon. NEIL

Plok must be one of the first Super Nintendo platform characters with a pathological hatred of fleas, a rather disturbing flag fetish, and the ability to hurl his own limbs high into the air! Still each to their own, that's what I always say.

In this latest platform adventure, you take the role of what has to be

the weirdest character ever to grace your console. Plok is the king of the beautiful island of Akrillic, a land of which he is very possessive about. Rather than urinating on things to 'mark his patch' however, he identifies what is his by putting a flag on it.

A much more socially acceptable practice, and I might add, a whole lot more hygienic as well.

Now there is this one special flag you see, this is Plok's all time favourite flag ever, a huge square one with a big picture of our velcro jointed pal himself slap bang in the middle. This particular flag normally takes pride of place on Plok's house, well at least

it used too, until some muddy funster went and taxed the said piece of cloth from the roof and absconded to nearby Cotton Island.

"But how can Plok possibly survive without his big flag?" I here you cry. Well believe me I was equally as concerned as you undoubtedly are now, but stiff upper lip and all that, he simply had to go and retrieve his prized possession, using what ever means were necessary!

Of course it isn't just a case of going to the next island and picking up your flag that wouldn't



A map of Cotton Island. Look at those flagpoles!

make much of a game would it? There are naturally plenty of baddies and obstacles out to stop our mate from getting his mitts on the article in question. Your quest for the magic flag commences

on Cotton Island where Plok must negotiate various bizarre characters including; Gershwin (the hopping green blob), Gibson (the metal fish who hates water) and the Shprouts, though I'm not exactly sure what they are! At the end of

PLOKS WARDROBE

Plok loves to dress up and he will find several different costumes throughout the game. Mostly these will come as secret gifts left by an admirer.

Each of the amusing outfits will transform Plok into a different character and give him a better weapon and extra energy for a limited amount of playing time.

The outfits range from Plocky's extra punching power boxing gloves all the way through to a multi directional rocket launching suit. Check them out, they'll make you giggle like crazy, and if they don't - you're mad.

Plocky



Rocketplok



Vigilante Plok



FLAG FRENZY

As Plok reaches the end of each section he comes across a flagpole. By raising the flag he can see if it's his missing large square one. More often than not you'll find that it is probably some item of clothing. Why exactly, I'm not sure!



Our top mate winds a pair of pants to the top of the pole, great jape eh?



Oh no! It's only a stupid stripey scarf, you'll just have to keep on looking.



Well it is a flag, but sadly it's not the one we're after so on you go.



Plok gets a little riled after a while but continue you must.

Cotton Island you must face Milton and Marshall, two failed circus acrobats called the Bobbins brothers. I did mention this was a strange game didn't I?

Plok has definite kitsch overtones. Bold colours blend in truly tasteless combinations, and there's bloody excellent. Plok's animation reminded me of a kind of futuristic Mr Ben, you know the type, cardboard cut out limbs with no joints to speak of and the ability to spin all the way round.

Speaking of limbs, as I mentioned earlier, Plok has the ability to chuck his own arms and legs at any oncoming beast. Don't worry though these are boomerang style limbs that will return soon after they are thrown.

Even if you do lose them at any point they will more than likely be hanging around on a coat hanger somewhere. Be careful if you are on a hill and you throw all of your



limbs though, as you'll begin to slide down the slope until they come back to you.

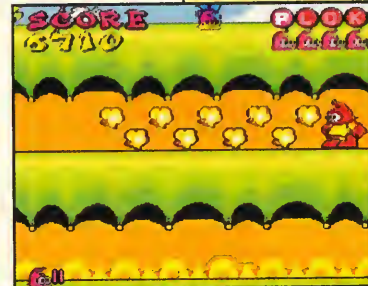
These are not Plok's only method of attack though he can also do a Sonic (excuse my French) type spinning thing and there are several mystery gifts dotted around such as a Ploxterminator flamethrower, or a pair of Plocky boxing gloves.

This game stands out because of

Right: Plok notices that something is wrong about his wonderful house.



Below: Collect the popcorn and you're away. Way hey!



Above: Jump on the platforms and spin round and round - what fun!

Below: This is a flea's egg. Give it a kick and the flea will hatch.



That gem provides Plok with a few seconds of invisible force field.



I really like the look of Plok and there are some imaginative ideas in there, but at heart this is a run, jump and shoot platform game the likes of which we have seen on innumerable occasions before.

I think we have all witnessed the old 'make sure it's got great graphics and it's sure to sell' routine practised by so many software houses these days, having said that I'm sure Plok will sell, basically because it looks good on the box. I just don't feel it has the edge to be classed as a great game. It's good platform game yes, but it's not a great platform game.

Cowboy Plok



Squire Plok



Squire Plok complete with blunderbuss and deer stalker.

GRAPHICS 88

Beautifully designed, cartoon styling and very colourful.

SONICS 80

Nothing out of this world, but they will more than do.

LIFE SPAN 75

Gets a little repetitive after hours and hours of playing.

GAMEPLAY 78

It's a platform game. What more can I say? Nothing.

OVERALL 80%



Blow up the hut and the prisoners will come flooding out. Pick them up and go home.



Shoot the descending crates and more ammo will appear. You'll need it to kill that tank.



Your airborne mission from hell is easily broken down into three simple rules. Rescue all the missing P.O.W's, destroy the enemy and keep your ass intact. **JAY**

CHOPLIFTER 3

OCEAN ● £TBA ● 1 PLAYER

With all the ridiculously high priced, 3DO, CDI, CD32, naff software floating around at the moment, Choplifter 3 takes a step back in time rather than into the future. Disregarding the top-of-the-range mode 7 rotoscope parallax scrolling aside, Ocean Software have taken a classic game from yesteryear and given it the prestigious console conversion.

If you don't remember this arcade original from way back, then let me fill you in on what's going on. You are in control of America's most expensive mobile carnage unit, namely the GA27 Thunderlord, and your mission is tough.

There are several P.O.W's that need rescuing you see, and since

you have this big helicopter like, you can go and pick 'em up, so to speak. Taking care not to crash your chopper into the side of a mountain, you must whip the war vets out of the war zone and proceed to carry them (intact) to your secret helipad. A fixed number of prisoners must be rescued. If you fail, your mission is over.

You have two options when you begin this game. The first is to choose the Practise mode. This allows you to get to grips with your Thunderlord as you play the game as normal, but you have the added bonus of bullet proof P.O.W's. This makes the whole caboodle a hell of a lot easier.

In Normal mode, you can injure your prisoner buddies if a few of your bullets (or missiles) stray from their target. And as you only have a certain number of prisoners, you

Below: Once you've collected enough prisoners head back to base and drop them off.



Below: Semi boss number one. The tank. Keep your cool and learn to swing over his bullets.

Below: The first end of level boss comes in the form of a huge gun barrel. Shoot it!

Right: Here's one of the nasty ground to air missile launchers.



Another shiny building for you to destroy. Why not throw a couple of missiles his way?



If your energy level is somewhat on the low side, stop here and let the guys fill you up.

can't afford to go around wasting everyone willy nilly. Playing in this mode is really tough, and I'd advice anyone who plays this to try out the practise mode first.

The missions are split over four stages, all four must be completed in order and you'll have to defeat the larger than large end of level dudes too. You kick off in the jungle. Here you'll test out your new weapons on lumbering tanks and ground-to-air missile launchers. Try

out your new toys, as you'll need to learn which weapon is best to use on your enemies.

On every level, large crates will drop from the sky. Shoot these until a new weapon falls out. Pick up the weapon and add it to your collection - you can never have too much can you?

Once you defeated the jungle boss tank, make your way towards the ocean. This level involves you airlifting P.O.W's from small life

WAY HEY! BOOM! BOOM!

There are plenty of pick ups to be found around Choplifter 3. Here's a run down on what's on offer.



HOMING: Let loose a couple of these babies and BOOM!



NUCLEAR: You want to be saving these for the big boss men.



SHIELD: Strange golf ball with short life shield properties.



MISSILE: An average missile really. Can't be used from above.



BOMB: Either for fly by bombing or for overhead use. Handy.



CLUSTER BOMB: Shower your enemy with this nice bomb.



ROPE: You'll need this to fish your guys from the ocean.



CHAFF & FLARE: This allows you to erm... chaff and flare!



NAPALM: Drop this from overhead and watch everyone burn.

CHOPPER SQUAD

Everyone knows about the ever popular Desert Strike, and some of you may know something about Jungle Strike too. They were both classic shoot and rescue carts, and they both involved big powerful helicopters and missing P.O.W's. Jungle Strike has yet to make an appearance on the SNES, but System 3 (the guys behind Super Putty) have a brand new release called Desert Fighter, that's gonna be available pretty soon. Watch this space!



System 3's shooting frenzy is a similar idea to Choplifter 3, except it's an overhead view, rather than side on.



Below: If this guy doesn't hurry up, I'm gonna leave without him. Lazy top.

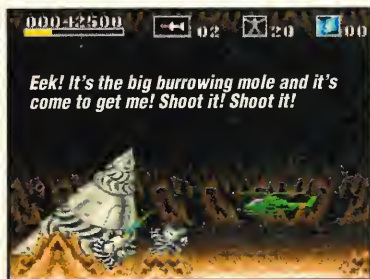
Left: Very impressive back drops, very impressive game play too.



Desert Fighter? Desert Strike? No, it's good old Choplifter 3! Hurrah! Hurrah!



Yes. This caption tells you that you're looking at the interesting map screen.



Eek! It's the big burrowing mole and it's come to get me! Shoot it! Shoot it!

boats, shooting floating snipers, dropping bombs onto battleships and blowing enemy choppers out of the sky. The same stern pick up number applies here too, so be careful where you use those deadly homing missiles.

There's a big boat waiting for you at the end of this one, let loose a couple of nuclear rockets and you're heading for the next level. A destroyed city is what awaits you next. Burning buildings, exploding oil drums and, as usual, more tanks and snipers. Glide your helicopter through tight gaps to pick up the vets, fill your chopper (ten person limit I'm afraid) and head back to the safety of the helipad.

Next up is desert town. Check out what's above the ground and then blow a hole through the floor and dive into the caves below. You'll have to duck and twirl through narrow passages and keep your eyes peeled for falling stalagmites.

A massive mechanical mole blocks the entrance to half of the level, so you'll have to dish out a few missiles in his direction if you want to get past. At the end of this level,

lies a boss. Now the other so-called bosses that tried to hinder my progress earlier in the game were, admittedly, reasonably tough. But this one! Jeez! It takes the form of some kind of awesome nuclear power tube.

At the end of the tube, lies an eye. This eye proceeds to pulse and spit out missiles in your direction. But as he's doing that, the walls, floor and ceiling start to blow out huge fireballs which, in turn, head your way. On top of all that lot, you'll also have three homing missiles comin' at ya - this cart is far from simple.

As you'll probably guessed, I died like a dog at the end of that level. I continued to use up my continues until I had used the lot. Game over



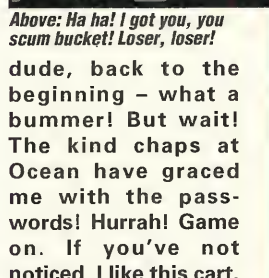
You rescued more hostages than you needed to! What a brave soldier you are.



Above: Collect your guy from between the pylons, but be careful don't to touch them.



Big glowing tanks aho! Take your time and you'll do fine.



Above: Ha ha! I got you, you scum bucket! Loser, loser!

dude, back to the beginning - what a bummer! But wait! The kind chaps at Ocean have graced me with the passwords! Hurrah! Game on. If you've not noticed, I like this cart. It's addictive, it's a challenge, it hasn't gone over board with technical wizardry and it's a dream to play.

Thanks Ocean, you have made me realise games can actually be fun to play, rather than just visually and sonically appealing.

Well, what can I say? I liked it. I spent a good deal of time battling it out with Johnny Foreigner and his army of evil cohorts and I really enjoyed myself. The constant pound of the helicopter's bullets can induce headaches, so I tended to play with the volume down. But even that didn't dishearten me in any way. Top graphics, a fluid and responsive control method, plenty of targets, millions of missions and lots and lots of blood free fun - what more could you ask for? If you don't like this game you need your head testing.

GRAPHICS ///	90 //
Simple, but effective. You can see for yourself, they look smart.	
SONICS //	88 //
The bang of bullets can be very annoying. Best turn it down eh?	
LIFE SPAN ///	87 //
The more experienced may stroll through it, but it's still cool.	
GAMEPLAY //	93 //
Excellent. Hours upon hours of endless Rambo fun! Don't push me.	
OVERALL	89%



Don't get your energy filled up completely, then you can go back and be topped up again.



Make use of your extendable rope. Lower it down so your men can grab hold.

This is the split screen extravaganza known to all as the Battle Mode. Essence of Sonic 2?



A fine example of the Sonic influenced landscapes you'll have to endeavour.



Stop playing with your shield and get through the archway! Stupid Japanese robot geek.



Winbee in the sky with em, with... well nothing actually. He's on his own, poor boy.



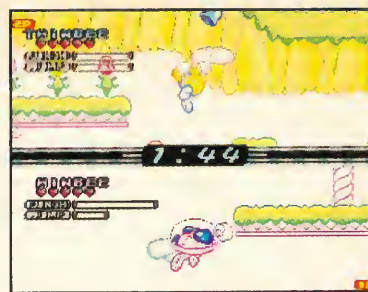
Fresh from their strange anime outbursts in the shoot 'em up scene, straight into mad platform action in a single bound. Are Twinbee, Winbee and Co set to be the next platform heroes? **JAY**

The first Pop 'n Twinbee cart was a massive success. Following on from its obvious roots in Konami's classic shoot 'em up Parodius, the cart featured gorgeously cute graphics, plenty of excellent Japanese yelps and squeaks and overall it was a pleasure to play.

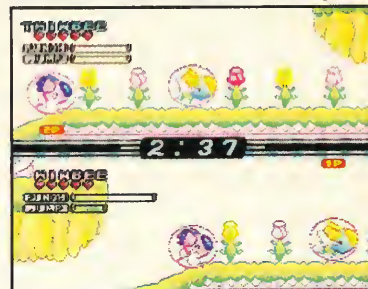
Now software top dogs Konami have taken the two main characters from the first Pop 'n Twinbee game, added another for good luck and thrown them together in a speedy platform romp to rival the best of them. The Rainbow Bell Adventure does have an amazing 28 stages set over seven different areas, but the plot behind it is odd.

It all began many miles away, deep in the heart of space. There were seven bells that lit up the night sky way back in those days, and these bells were known to all as the Rainbow Bells.

Legend had it that as long as the Rainbow Bells continued to ring, peace and harmony will prevail all across the universe. Things seemed fine, until one frightful day. Yes, you've guessed it - it's evil scientist time! Dr Warmon was the scientist in question and in his demented plot to take over the world, he decided to steal every single one of the legendary Rainbow Bells. What a nasty man! Now Dr Warmon has distributed all the Rainbow Bells amongst his brainless foot



Run your little legs off in this freaky section. First one to the finish line wins - amazing!



soldiers, kidnapped the beautiful 'symbol of hope' Princess Melora and generally screwed everyone's life up. You see, without their legendary Rainbow Bells, the good people of Twinbee land will lose all hope for the future.

As usual, there's someone to put a stop to all this madness, and as usual it's you. If you decide to take this mission of hope, love and eternal joy, you have to choose from one of the three guys available.

Oozing anime enthusiasm and built like a brick outhouse, each character has a special secret weapon, heavy body amour and

KONAMI ● £49.99 ● 1 - 2 PLAYERS

POP 'N' TWINBEE

RAINBOW BELL ADVENTURES

Here's Twinbee! He's the happy jolly fellow with the massive pain inflicting hammer! Hurrah!



Hop on the big guy's head about fifty million times and he will die. Would I lie to you?



He's big! He's bad! He's Bossbee! Not only is his name stupid, but he is as well! Bonus! Excellent!

RAINBOW BELL BOYS



Never mind Twinbee, Gwinbee and Winbee, these are the real Rainbow adventurers! Zippy, George, Bungle and Jeff - the original fantastic four in full effect. We know it's a sad link, but we don't really care.

REWIND

SEXY SHOOTERS

It all began way back in 1992. Software supremos, Konami, released a shoot 'em up onto the growing SNES market and it instantly became a classic. Following in its footsteps came Pop 'n Twinbee, another scrolling shoot 'em up, but this time with bags more cutesy chaos. Both carts would make an excellent additions to your smart game collection, and frankly, both of these carts are far more superior to the Rainbow Bell nightmare.



Parodius

What a beauty! Cuddly cats, stupid seagulls and plenty of cute blasting fun! If you don't own it - buy it.

If looks could kill, everyone who has played this game would be six foot under. Gorgeous throughout. Smart!



Pop 'n Twinbee



Above: You did it! Hurrah for Twinbee, or is it Gwinbee? There's a possibility it could be Winbee you know.



Below: Dr Shinamon shows us all his smart new map screen. Gosh!

one hell of a speedy pair of boots. The first of the three musketeers is Twinbee. Armed only with a hefty mallet, he'll run along as fast as the rest of 'em and do his best to conquer over evil.

Next up is Winbee. As far as I can make out, Winbee is the babe of the bunch, mind you, there's not that much difference between the lot of them - except Winbee has a wild and crazy whip, to erm, whip people with!

Finally we have Gwinbee. He is the proud owner of a baby's rattle and is basically a carbon copy of all the other 'Bees'. Very poor.

Dr Shinamon is the mastermind creator behind these dudes and as soon as he found out about Dr

Warmon and his exploits, he summons the three fat robot warriors to recover the Rainbow Bells and rescue the sexy Princess.

"Hah! That's gonna be as easy as falling off a rainbow bell!" you may cry. And to a certain extent, you'd be quite right. The game moves very fast and very smoothly, but it doesn't seem to make much sense.

In one player mode, you have to seek out all the goals which Dr Shinamon has set out for you. These 'goals' consist of a multi coloured archway with a picture of Dr Shinamon on it, and you must run through it. Tough eh?

The goals are dotted around each level, some are simple to find, while others can prove to be a tad

more tough. But as I was playing, I discovered a strange and handy little device.

As well as your top weapon of doom, you have also been equipped with a jetpack. Holding down the B button for a short period will result in you being thrust across the level in whichever way you were originally facing - is that clear?

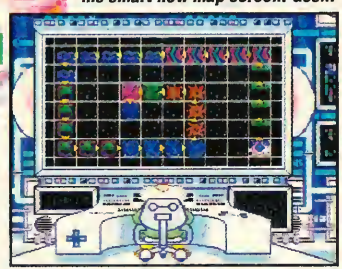
I understand that this jetpack was originally designed so you could force your way through very unstable walls, but I have another use for it.

When I became unsure of where the goal was, I hit start to show me the ahem, complex map. Once I'd done that, I looked to the stars and hit my jetpack repeatedly.

This shot me skywards for a while and then I began to fly and fly until I reached the end of the level. I'm not too sure on the correct use of the jetpack, but it

seemed to just fire me to the end of the level - thus making the game a little boring.

It's a brave attempt at a platformer, but I'm afraid it just doesn't hold its own as a worthy Mario contender.



I'll have to admit the game is a nice looking, well rounded platformer, unfortunately with more than its fair

share of blue hedgehog influences. The battle mode is straight out of Sonic 2 and it seems that no one has bothered to disguise the fact.

It's a good tie in with the previous carts, but as they were both scrolling shoot 'em ups, that's where the connection ends. Pop 'n Twinbee Rainbow Bell Adventure was a good idea and it could have worked. The thing is, it looks like no-one was that interested in it, and it shows.

TWINBEE



In the underground caverns of Twinbee land you'll be subjected to all kinds of bizarre oddities.



A spotlight will guide you around this brightly coloured maze.

You'll get sucked through tubes and thrown off cliff tops. Never mind.

GRAPHICS /// 88 ///
Just as I'd expected. Super cute and sickly with it.

SONICS /// 82 ///
Loads of Japanese banter, involving squeals, yelps, eeks and yat-tas!

LIFE SPAN /// 70 ///
I really do think that you'll get bored with this very quickly.

GAMEPLAY /// 72 ///
Gameplay? Jump and fire and lean to the right, that's about it.

OVERALL 80%



ATLAS ● £49.99 ● 1 - 2 PLAYERS



The fresh burning smell of two stroke oil, that special, unmistakable sound of four pipes crackling into one crescendo and some of the biggest engines are all mixed up to make a perfect GP.

DAVE

Motorbikes are ultimately my biggest passion in life when it comes down to absolute freedom. Just the sound of a race tuned two stroke or a muzzled 24 valve four stroke passing by makes my head turn right round instantly. I can't help it, I'm hooked to these things.

But despite my craving for these wheeled wonders on the road and on the track, there's never been a decent computer game based upon them. Never! Not on any machine I know of.

What adds to this problem is that all previous motorcycle simulators have only been concentrated around their roles in race meetings. I've never once seen a game that involves motorbikes and a different scenario to that of tarmac race circuits. Why not?

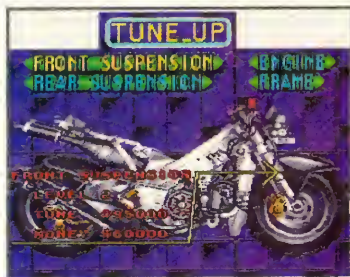
We've seen about a million different car games and other vehicles portrayed in different roles. Maybe it's because the bike and rider is hard to draw. Even so, that's up to the game's graphics people at the developers to overcome.

Atlas's latest contribution was welcomed at first as I grasped the cart and plugged it in. As I waited for the main title screen to

come up, my imagination went wild. Thinking of what the SNES could do, like digitised engine noises to give that real atmosphere of being there, mega 3D graphics that can be angled and rotated with blinding speed and precision, thus giving a superb view of the track and allowing more enjoyment. Not to mention the huge amount of colours on screen and the number of options that could be achieved of this cart based game.

As these wonderous thoughts passed through my eager mind I heard something. It was an engine. Okay, so it sounded like a clapped out RD350 with oversized silencers, but it did sound a little authentic (maybe it was the monitor speakers that made it sound really naff).

Next, a tune kicked in, the usual bopping tempo with a few bongos



Strip the bike down for better parts.



See how the computer cheats around the corners without leaning the bike!

See how the computer cheats around the corners without leaning the bike!



and chords here and there (no, it wasn't the speakers after all). At this point there was still hope. As I entered the rather limited option screen, I became a little more optimistic. Where was the button configuration screen? Oh, it doesn't have one. Good start eh?

Ignoring these minor problems, I began in GP mode straight away. From here you have to choose a mechanic and a bike. The mechanics differ from each other by their biking skills. One mechanic maybe a wonder with engines but will know next to nothing about frames or suspension handling and vice versa.

The same applies with the bikes, one maybe fantastic in biting into tight hairpins, whilst another would only be of use on the straights.

The race is run by the standard rules. You can practice the track until your heart is content. Then once your practice is over you can enter the race by qualifying.

The fastest time earns the right to be closer to the start line at the beginning of the race.

When the race starts you have 16 bikes competing. One of them will obviously be player one, a secondary player can join in the split screen

Oh hoo! I might just slide-out around this tight bend.

menu, which does add a little more fun. The others are controlled by the SNES. And let me warn you, they are all gits. They've no respect for you at all and will try to ram you off the track whenever they can. They'll even do it from behind!

Eventually after an amazing three laps the race is over. Like what happened to the other laps guys? And I can guarantee it's nearly impossible to achieve first position as your final grade, ever.

After the race, the prize money is dished out. This allows the player to upgrade his super duper bike by tuning the engine or improving the suspension units for better braking. Or even buy a new and improved frame to decrease those annoying high speed wobbles.

And that's how it is for the next 12 races. I'm telling you I've never been so bored and disgusted. There's not much I can say about this game. If I was to write what I honestly think I'd get the sack.

Instead I'll settle for these adjectives; dull, slow, tedious and erm... dull! There's some nice still screen shots and it was all very pleasantly presented, but it's still no good as far as entertainment goes.



Sniff! I honestly thought this was going to be a bike game worthy of its title. Instead it's just another botch

up. The mode seven graphics are a failure. The road is too flat to appreciate distances. If the view had been elevated a little it would have been a lot better. The same applies to the sound, this is a highly developed sound chip that has had millions of pounds invested in its production. And what do the manufacturers do? Amplify a digitised fart for us, how kind! Gameplay isn't that bad and it's not too bad in two-player mode. Buy it if you've got money to burn.

GRAPHICS /// 67

Hey guys? Remember that we are in the 20th century and it's 16Mbit!

SONICS /// 54

I heard it. But I can't smell it. How strange for a fart not to smell.

LIFE SPAN /// 55

Even this may prove to be a too generous a mark. It won't appeal.

GAMEPLAY /// 70

It's not too bad. Could have been improved, especially with controls.

OVERALL 65%

"This is what platform games should be about... amazingly good fun."

"... a superb platformer which really shows off the SNES.

RBA boasts some of the best graphics I've ever seen."

Nintendo Magazine System

91%

"Challenging, playable and utterly hatstand.

Eat your heart out sonic." "Lovely to look at, great to play and bags of fun. Buy it"

Total

90%

"A bit of a must buy, unless you're criminally insane or terminally stupid."

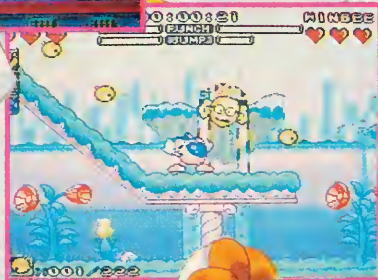
"Konami have once again proved that they can consistently provide highly charged and diversified game play."

Gamesmaster

90%

Ropin TwinBee

RAINBOW BELL ADVENTURES



SUPER NINTENDO
ENTERTAINMENT SYSTEM



KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE Telephone: 0895 853000 Fax: 0895 853003



PINK GOES TO HOLLYW



The clapperboard marks the beginning of the game, on the set of Honey I shrunk the Pink.



Falling pianos and huge safes can only mean that you have reached the bonus safe room.



Avoid the anvils and assorted heavy metallic objects and collect the extra tricks as you go.



Each object produces a shadow as it falls so avoiding them is made a little easier.



The campest panther in the known Universe makes his very pink debut on the SNES in this latest offering from Tek Magik. Blimey! **NEIL**

Everyone knows the Pink Panther don't they? I mean what a gentleman, what a scholar, and what an acrobat! The Oscar winning cartoon character was first created by the legendary Friz Freleng and David Depaite in 1964 for the movie 'The Pink Panther' starring Peter Sellers. After his debut in the titles for that movie, he was used to create mood and mystery, then his career really took off.

Since those early days he has gone on to be the star of over 226

animated films, various other Sellers films and more recently has been adopted by IBM as their European mascot. Lets face it, this cool cat is still big news.

Tec Magik have gone and done the decent thing and turned this wonderful cartoon character into a collection of pink pixels, and probably opened him up to a whole new generation of fans. Pink goes to Hollywood marks the fruits of their labour and sees the SNES debut of this much loved character.

The game starts with Pink searching for fame and fortune in Tinsel Town.



Ride 'em cowboy! Pink Ranger leaps from floating cow to floating cow for some reason.



Jump in the mine cart and you'll whizz through the mine shaft section of the game.

Pink Ranger can collect several bonuses in the saloon. Keep your eyes peeled for the boots.



Where else would any aspiring actors go except MGM studios right at the heart of the Movie industry. All our feline friend can dream of his having his name up in lights, but will it ever happen?

On his first day there Pink inadvertently wanders on to the set of

an Inspector Clouseau film and proceeds to ruin an important shot. Outraged by the events, hot headed Clouseau decides that he must make it his lifes ambition to foil any chance of Pink making it in Hollywood. A slight over reaction I know but then he is an

bumbling oaf isn't he? . Pink legs it into the backlot at MGM and dives into various movie sets along the way, this is where the fun really starts.

The game commences on the set of Honey I shrunk the Pink where our hero is left wandering around an oversized house. This levels acts as a kind of gate way to other levels. If you go up the Chimney for example you'll end up on the set of

Cat on a Hot Pink roof, enter the book on the bookshelf and you'll become Pinkinhood.

On each level you can collect several different tokens and tricks. When a token is placed in one of the numerous toll gates, even more new areas become accessible. The tokens represent different ways of getting around. Some will build bridges between stages, others,



Even the famous Hollywood sign has been painted that horrendous colour.



Look at what our pal found in the fridge.



Pink strolls merrily through the chicken!

WOOD

such as the umbrella, will allow you to fly to any areas that are out of reach.

The tricks allow Pink to show off his magical abilities. Has a bag o' tricks waiting in the wings and from this bag you can select items such as sledgehammers, fly swatters, and traffic lights!

What these actually have to do with magic is a little beyond me but basically they act as special weapons and either destroy or halt any foes you may encounter. These foes consist of backstage stage bobs, props from the film sets, various little creatures who just happen to be wandering around and of course the idiotic Clouseau.

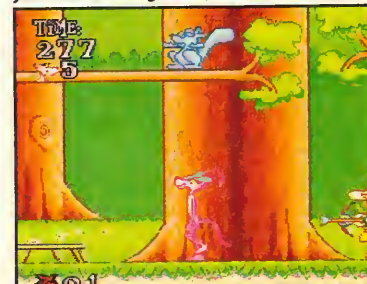
Initially I wasn't overly impressed with this game but on closer inspection it turned out to be better than I had first anticipated.

The graphics, which I had originally felt were a little too blocky, weren't too bad at all really, and the gameplay was actually a lot deeper than I expected.

This is the sort of game that grows on you... like mould! No seriously, I got more out of this game the more effort I put into playing it in this respect it is similar to Mario. It differs however in that it doesn't really have the same lasting appeal, or the same instant allure as Mazza, but not many games do.



Above: It's true the light does go out when you close the fridge door, hence the lamp.

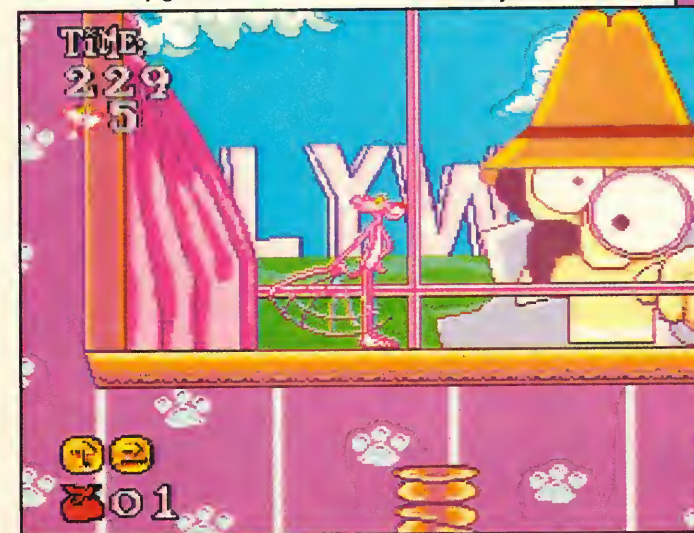


Pinkinhood must jump on the trampoline to reach any higher.



Climb up the jungle vine to access another level.

Below: Clouseau spies on our miniature pal from outside the set of Honey I shrunk the Pink.




COOL FOR CATS

First drawn by Friz Freleng and David DePaite in 1964 the Pink Panther was created to set the scene and mood in the titles of Balke Edward's film, coincidentally entitled The Pink Panther. Not even a minor change was made to Freleng and Depaite's original Ideas and sketches and the cat everyone sees as the epitome of cool was born.

The character was so strong that it was not long before he was the star of his own animated shorts, the first of which won an Oscar and the second received a nomination.

Due to his unpecedented success Pink Panther soon had a contract with NBC and his adventures were aired every Saturday morning between the years 1968-1973.

He was later bought by ABC and many more cartoon were created meaning that the Pink Panther catalogue now stands at well over 200 animated shorts. In September 1993 a new series of 40 half hour episodes began in America. This new series marks a slight departure from the old series as Pink can now speak, the voice being provided by Matt Frewer of Max Headroom fame. He is now also IBM's European mascot so it's fair to say Pink is still in vogue.




When I first picked up this game I have to admit I really didn't like it at all.

Graphically it isn't outstanding and I felt as platform games go this was a poor one.

I know platform games are not renowned for their depth but once I'd played this for a short while it became apparent that new levels and bonus stages were beginning to open up all over the place and I got more and more into it.

Having read that there were 13 movie different movie sets to conquer including a few bonus levels I became increasingly intrigued as to where they all were and began to enjoy the game a whole lot more.



The continue screen. Chuck the token in the toll slot and ascend the starry staircase.



Above: Climb the cable to reach the shelf with the fan on it. You know you want to!



Above: Plug socket dilemas. Do you go up or try your luck futher on?

GRAPHICS ///	77 //
A bit too pink if you ask me but then you're not are you?	
SONICS //	81 //
Henri Mancini's classic tune, but that's about it I'm afraid.	
LIFE SPAN ///	80 //
As with all platform games it can become a little bit samey.	
GAMEPLAY //	83 //
A surprising amount of depth considering platform limitations.	
OVERALL	79%

WINTER OLYMPICS

US GOLD • £49.99 • 1 - 4 PLAYERS



To get away from the blizzard conditions we've been experiencing lately what better than to sit at home in front of a warm fire and play Winter Olympics?

ALEX

The Winter Olympics, for one reason or another*, has never quite captured the imagination of the punters to the same extent as the (Summer) Olympics.

This, however, hasn't perturbed US Gold one iota - with a sponsorship deal to use all the official Lillehammer logos and courses, they could be onto a winner.

What ostensibly appears to be a Track And Field with snow on is actually a rather challenging game. Although many of the events are quite similar in appearance in nature, there are subtle differences in technique which can prove the difference between chick-pulling success and embarrassing failure.

One of the best examples of this is the Luge and the Bobsleigh. In real life, the Bobsleigh is either a two or four man vehicle which steams down a winding ice course on metal runners, whereas the Luge is a one man carriage that does much the same thing.

In US Gold's Winter Olympics, however, the only difference between the two events is that the Bobsleigh is very slightly harder to control. Or is because the course is a touch tougher to negotiate? Similarly, the skiing events are all down to nifty d-pad control and holding down any one of the four coloured buttons to go into a speed-maximising crouch.

A few minutes' gameplay and experimentation, however, reveals that a lot of the events can be controlled by the top left and right buttons



Use all the official Lillehammer logos and courses, they could be onto a winner.

instead of the joystick. I preferred this mode of control as it proved quicker and more accurate.

The most spectacular of all Winter Olympic events, the death-defying ski jump, is one of the most well portrayed. Constant up and down movement on the d-pad is needed to keep the indicator in the red and just as your skier reaches the take off point you must hit any of the coloured buttons to gain height. Hitting any other button just before touch down ensures a safe landing.

Arguably the toughest of all Winter Olympic disciplines, the Biathlon, is the toughest in the game too. Wagging the d-pad left



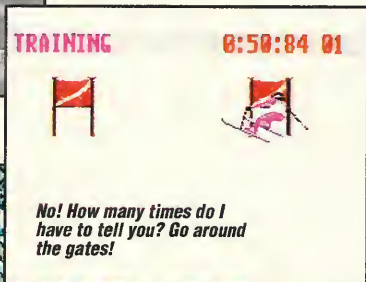
Hurrah! The torch has been lit. Let's rumble! Or something along those lines.



Above: One of the individual place maps that heralds the start of each and every Winter Olympic event.



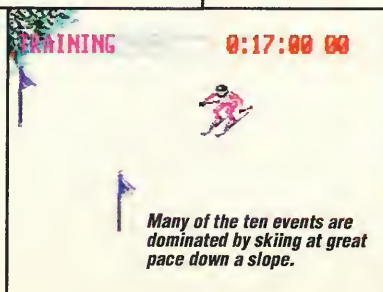
Above: The ten events and their icons float above the location map.



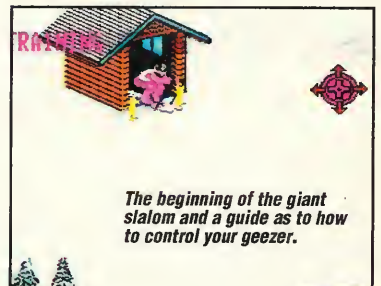
No! How many times do I have to tell you? Go around the gates!



The Biathlon involves walking through blizzards then shooting at targets.



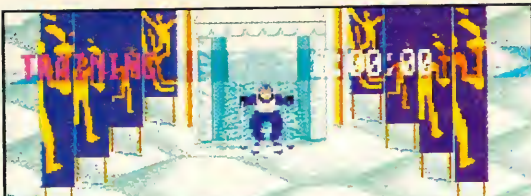
Many of the ten events are dominated by skiing at great pace down a slope.



The beginning of the giant slalom and a guide as to how to control your geezer.

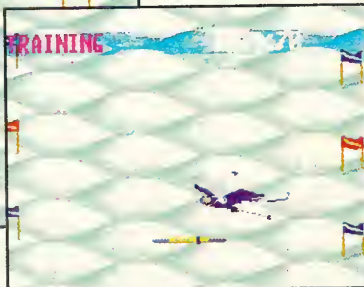
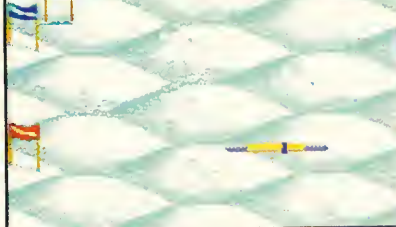


Once again I've come a cropper. Good job it's not real or I'd have a broken leg.



Build up speed by rapid d-pad movement before tapping any stunt button.

He's on his back again for no apparent reason. Maybe he fell.



Don't attempt anything too tough or else you'll look really stupid.



Pulling off stunts is very rewarding indeed. Hard to do, though.

and right causes your sprite to plod forward through the snow storm. Eventually, he'll reach the shooting section with five targets to aim at. The sight wobbles as if controlled by ex-Editor Simon Kirrane but can be guided by prudent use of the d-pad.

For the softies among us, there's an indoor speed skating event to tackle which also offers a head-to-head option for extra competition. Whacking the X and Y buttons is the order of the day here with the odd tap of the d-pad required for nifty overtaking manoeuvres.

Talking of nifty manoeuvres, the craziest event by far is the Freestyle Moguls. What this entails is building up speed with rapid d-pad movements then performing at least two convoluted stunts on the way down a steep 250 metre slope. A mogul, incidentally, is a lump of hard snow of which there are several on the course to facilitate easier lift offs into the stunts.

To pack in so many events (10) and make them so playable, US Gold haven't exactly pushed back the frontiers of SNES graphics. In fact, at times Winter Olympics looks more like a Sega (boo) Game Gear game than a SNES one - the same applies to the sound effects which is unfortunate because Winter Olympics could have easily been the surprise package of the first quarter of '94.



Above: Gaining a good starting speed is necessary for success here.

Below: This is what happens when you lose control of your Luge.



The Luge is one of the fastest and riskiest sporting events known to man. So don't do what the guy on the right did.



WHY DO PEOPLE PREFER THE SUMMER OLYMPICS?

- 1) People don't want to be reminded of the cold.
- 2) There's no Linford Christie.
- 3) The Moguls and the Luge sound like illnesses.
- 4) Eddie The Eagle.
- 5) The inevitable poor TV theme.



Why is the snow green? Maybe there's some grass beneath it.

Wait until the starting pistol goes or else you'll face disqualification.



This guy's gutted because his ski jump was as pump as that of Eddie The Eagle.



Crash landing after an unsuccessful ski jump. Ouch! Very sore.



The speed skating event requires frantic button pressing and little else.

To be honest, it's difficult to do anything with an Olympic sim other than give it the 'Track And Field treatment'. This is exactly what US Gold have done, although the authentic locations and tracks add depth to the end product.

In its favour, Winter Olympics is very tough to master and there's gonna be more than one blistered thumb out there before it gets ripped out of the SNES in favour of a more summery release. There are sufficient options to add to the longevity and enough (unintentional) humour to brighten up dark evenings before the clocks go forward.

To summarise, Winter Olympics is worth a dabble so long as you don't expect to marvel at a game's graphics. You'd be surprised how many people have dismissed it in this office only to reach for the joypad and have 'one more go'.

GRAPHICS /// 75

Functional stuff. Only the Luge and Bob give an impression of speed.

SONICS /// 73

Like an old Depeche Mode tune. The spot effects are uninspired too.

LIFE SPAN /// 85

Peculiarly Winter Olympics' best feature. Inexplicably addictive.

GAMEPLAY /// 83

Wanted! Accurate D-pad control and the hardest of fingertips.

OVERALL 81%

CLAYMATES™

TM

"Everything a true platform guru could ever desire... and more!" 90%
SUPER PRO MAGAZINE



• Personality and animation like you've never seen before



• Full digitized sound with complete musical score



• Transform into five truly cool characters with awesome abilities

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SUPER NINTENDO™
ENTERTAINMENT SYSTEM



black beauties



GROOVY.

Those not familiar with today's comic market, prepare for an education. Dark Horse Comics, purveyor of the most exciting mags on the planet apart from Super Action, has risen to serve a growing legion of readers. Saddle up. **ALEX**

More than any other person, Mike Richardson is responsible for the phenomenal growth of Dark Horse as an entertainment company.

In six years, Dark Horse has expanded from a two man operation to a company employing nearly 100 staff in three cities on two continents and hundreds of freelancers worldwide.

With a successful line of comics and model kits, and book publishing, toys and films coming soon, Richardson is on his way to re-living his childhood - only this time it's gonna be better.

In the autumn of '85, however, Dark Horse Comics was still a twinkle in Richardson's eye. A major fan of comics, he took out a \$1000 loan into a chain of comic shops in Oregon and Washington - his first step towards an amazing success story.

Since the creation of the Comics Code Authority in the '50s, comics had virtually all been about jazzily dressed superheroes. Marvel and DC had a combined market share of around 90%, with the remaining 10% being divided between smaller, struggling companies.

July '86 saw the release of Dark Horse Presents, the first comic from the Dark Horse company. Now, Dark Horse is one of America's largest producers of comics literature.

The company became the very first comics publisher in comic history to own as well as operate computer based colour separation equipment as part of its in-house operations.

Currently underway is an interactive CD ROM/CDI game produced by Dark Vision, a subsidiary company combining Dark Horse and the video gaming company, Total Vision.

In only six years, Dark Horse and all the titles it publishes have received well over 40 nominations for virtually all the decent awards available in the comic industry nowadays.



“You're fighting a losing battle going up against Spiderman and Superman with somebody no-one has heard of. We wanted characters people don't get enough of.”

Mike Richardson, publisher of Dark Horse Comics



Max Overload

The latest in a long line of fantastic releases, Dark Horse's Max Overload is an overdose of games-related comic strip action. A fun-filled combo of game heroes, humour and stunning full colour artwork featuring the likes of the Lemmings, Chuck Rock and Toejam & Earl. It's official release date was February 5th.

Players of Lemmings will at last be able to sit back and watch them fend for themselves for a change. The reckless rodents are brought to life in a series of manic misadventures written by Dick Hansom and illustrated by Graham Manley.

More madcap mayhem is promised when Toejam & Earl hit Earth with their own style of funky frolics. Their illustrated adventures are brought to you by Anne Caulfield and Woodrow Phoenix.



Core's caveman, Chuck Rock, also makes the transition from pixels to papyrus as his beer-swilling and pizza munching antics are brought to life by David Lytleion and Cefn Ridout.

Last, but not least, comes Greendog, a beach bum extraordinaire who finds his life interrupted when he loses his surfboard and becomes a victim of the Curse of the Mystic Pendant. The text's by Ian Carney and the cool artwork comes from Ilya.

Issue one of Max Overload is 64 pages long, full colour, totally smart and costs £1.95.



greendog © core ltd 1994

Dark Horse's Finest Moments

- Dark Horse Presents
- Concrete
- The American
- The Mark
- Trekker
- Black Cross
- Mecha
- Aliens
- The Abyss
- Godzilla
- Flaming Carrot
- Roachmill
- Mr. Monster
- Outlanders
- Big
- Aliens vs Predator
- Batman vs Predator
- Exquisite Corpse
- Duckman
- Starstruck
- Race Of Scorpions
- Manga Mania
- The Adventures Of Luther
- Arkwright
- Tank Girl
- Arkwright
- Total Carnage
- Star Wars
- Bram Stoker's Dracula

Fascinating Facts

Dark Horse has 20 employees. It also works with around 250 of America's comic book authors and artists. The initial Aliens vs. Predator book sold 400,000 copies - more than any other comic book not produced by Marvel or DC. Sales climbed from around \$1.5 million in 1989 to \$5 million in 1990 to around \$10 million in 1991. In America, 500 titles a month are released.



football

WORLD

CRAZY

Super Action, the publication that the competition never quite emulates, is the first SNES mag of the year to bring you a special feature on the 1994 World Cup and the footy games available.



SUPER CUP SOCCER JALECO 56% JAP IMPORT

A not very stunning at all soccer simulation as you guide some rather shaky footballers around a badly scrolling pitch.

Not at all spectacular and very easy to avoid.

Super Cup Soccer only redeeming feature comes in the shape of the odd special move, such as the scissor kick and foul such as the shoulder charge.

World Cup chances: A definite first

If you're after fun on a pixelised footy pitch, look no further than right here. The definitive SNES soccer sim guide is comin' at ya!

round exit with three heavy defeats to boot.

SUPER PLAY ACTION FOOTBALL NINTENDO 50% US IMPORT

Like Swindon's Brazil style away kit, this product is packaged nicely but fails to deliver.

A huge, impressive looking manual supplies tactics and playing tips but this, unfortunately, is the only thing that adds longevity as the

gameplay, graphics and sound are all poor.

World Cup chances: Certain wooden spoonsters. Bottom of the pile with record losses.

SUPER GOAL JALECO 84% OFFICIAL

The more you play this, the more it grows on you - a bit like watching Sunderland (please don't ask me to explain why). Don't worry, it's not another Kick Off which takes far too

much practice before it starts to become playable.

Having said that, at first Super Goal does seem a little tough.

Soon, however, an array of skills such as pixel perfect passes and exocet-like shots can be performed.

There's plenty of two player fun to be had here with the graphics living up to the gameplay but the sound (the crowd's 'roar' sounds like running water) lets it down.

Overall, when taking into account the added extras such as the celebratory post-goal scenes and the animated 'near miss' sequences, Super Goal rises above the defence but does not hit the target every time by a long chalk.

World Cup chances: Not consistent enough to win the trophy, but could cause some shocks along the way.





WORLD CUP - USA '94 WORLD CUP - USA '94 WOR



WORLD LEAGUE SOCCER MINDSCAPE 80% US IMPORT

With apologies to Mindscape and SNES fans everywhere, World League Soccer (WLS) comes nowhere near capturing the atmosphere, the emotion and the undying competitiveness that football is loved for worldwide.

There are 24 sides to choose from, each with a squad of 15 fictitious players with the qualities of each side described in the accompanying manual. The United States team is blessed with a strong defence - maybe Mindscape knew something we didn't when they released this game (it came out before the USA humbled England last summer).

At the end of the day, although WLS is nice and fast and scrolls beautifully, it looks like a game of

high speed draughts being played on a billiard table.

World Cup chances: May scrape through the first round, but will wilt against the better sides.

KEVIN KEEGAN'S PLAYER MANAGER ANCO 81% OFFICIAL

At the time of writing, Keegan's Newcastle have just crashed out of the F.A. Cup to lowly Luton and suffered a crushing 4-2 defeat at the hands of the crazy gang at Wimbledon. Keegan must be wishing he was a player manager.

Never mind, eh Kev? Instead of making money from Newcastle United, how about a fat, juicy cheque from Anco? There's enough happening in this game to ensure a healthy sales figure.

All the elements usually associated with footy management sims are included. You even have some control over what is happening on the pitch. If you can't be bothered going through a season of tough decision mak-

The World Cup has been going on since 1930, but only a few teams have ever won it. Among the winners are Brazil, Argentina, West Germany, Italy, Uruguay and England.



ing and heartache you don't have to. Just select the 'Kick Off' icon and steam straight into a two player one-off friendly.

With three skill levels and 26 different set-ups, KKPL can't be criticised for lack of longevity.

World Cup chances: Possible semi finalist so long as the players stay out of the wine bars.

KICK OFF IMAGINEER 83% IMPORT

This is a fairly decent version of the classic Amiga original. It has all the quirks and weirdness of its predecessor, but the graphics and presentation are much more attractive.

The sound effects are sparse but suitable and the whole thing rattles along at a commendable pace.

There are no prizes for simplicity, however, as Kick Off is complicated and hard although this adds to the lasting appeal.

There are, admittedly, simpler and much better looking footy games available on the SNES, but few of them match this in terms of depth or lasting appeal. Much of this appeal is down to aftertouch, the feature which allows you to curve

the ball in all manner of manic trajectories.

World cup chances: An attractive side, but not strong enough to be a realistic contender.

SENSIBLE SOCCER SONY IMAGESOFT 85% OFFICIAL

The SNES version of this Amiga classic is all a conversion should be. New options have been added, old faults corrected and the whole thing is pretty damn good.

What makes Sensible Soccer (Sensi) so top is the fact that it sweats gameplay, which is probably



just as well as the graphics won't win any awards. As seen in other footy sims, there are no real names in Sensi. For example, a certain Scottish Catholic green hooped side are named Glaswegian and Tottenham's North London Nemeses are called Highbury.

This product is as enjoyable, and as frustrating, as the real thing. And it's a lot better than most of the Sony Imagesoft stable.

World Cup chances: Could reach the semi-finals if the star players steer clear of injury.

VIRTUAL SOCCER HUDSONSOFT 80% OFFICIAL

Virtual Soccer is full of good touches, although it's not exactly Mode Seven heaven. There are different





**STRIKER
ELITE 86%
OFFICIAL**

Reviewed by ex-Editor Simon 'Mr. Wobbly Hands' Kirrane, Striker is the most played footy game in the office by miles. This product, which topped the nationwide SNES charts for two months last year, looks, sounds and most importantly plays like football.

If any other SNES soccer sims had come near this, which they don't, the indoor six-a-side option would have given Striker an extra time winner anyway. An ideal location to take out your frustrations, the titchy walled-in wooden pitch places the emphasis on pace, close control and accurate shooting.

It's a beauty! We're all over the moon about it, but if you read the whole of this feature you'll see why it may not go all the way...

World Cup chances: Definite semi-finalists, but could fall foul of younger teams.

FAT WORLD CUP STARS

Gerd Muller - Bandy legged German who was called Der Bomber but also Der Dicker (The Fat man).

Diego Maradona - Stumpy Argentinian who cheated his way to victory (a bit like Dave Goodyear, but better at football).

Peter Reid - Scouser who went on to manage Manchester City and appear on Question Of Sport a lot.

THIN WORLD CUP STARS

Pele - Brazil's goal scoring machine who was also really good at the 100 metres and everything else, really.

Johan Cruyff - Dutch dude who starred in the 1974 World Cup and invented the 'Johan Cruyff turn'.

Geoff Hurst - Completed a hat trick over West Germany in the '66 Final - two World Wars and a World Cup.

crowd noises depending on which continent you're playing in and added extras include the appearance of Subbuteoesque stretcher bearers when one of the players suffers an injury.

It doesn't match the gameplay of Sensible Soccer, nor does it challenge the playability and fun of Striker. Having said that, it's still a quality football simulation that doesn't quite combine fun and realism successfully.

This release is a perfect example the old adage, 'Graphics do not maketh the game' although the choice of view perspectives is unarguably rather impressive.

World Cup chances: A good looking team, but appearances often prove deceptive. Quarter finals at best.

**SUPER SOCCER
NINTENDO 80%
OFFICIAL**

Although Super Soccer is graphically superb and has great sound effects, the gameplay isn't that fantastic. Let me tell you why.

The view perspective is a weird 3D above-and-behind-the-goal angle, so the impression is given of watching the game from the terraces with the players decreasing in size the further away they are.

This view, however impressive it may be, actually works against the game's overall quality as the player whose team is moving upfield has a distinct advantage purely because of the angle. It's a case of kicking upfield in the first half, getting a lead and then hoping to hold on.

World Cup chances: Should start well, but will soon fade - not even an outside hope.



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COMING SOON...

You should have noticed by now that I haven't tipped any of the aforementioned as possible World Cup winners. This is because there are three notable footy games due out between now and the beginning of the World Cup. They are; Empire Soccer (Empire) and World Cup (US Gold) and World Cup Striker (Elite). Although we have not played these games enough to make a decision on a review mark, all the signs are there to indicate that any one of them could be good enough to go all the way.

Over the next couple of months, the above releases will be duly reviewed in full and only then will we all know which SNES footy games will be deemed worthy of a World Cup winner's medal.

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ELEGANT.
slumming

With *the video game* industry **building up** to an all time high, the programmers behind *the game characters* are becoming just as **much** in demand as the **sprites** they create. Danny Curley sits down with programmer **Andy Routledge** to chat about life, technology and **programming** logic loops.

“Anyone can learn to programme computer games, just like anyone can learn to speak French. You just have to persevere with it and it will pay off in the long run if you decide to join the games industry.”

It's just turned New Year's Eve and Andy Routledge, video game programmer for seven years, has just started tucking into his second madras in one of Manchester's hottest curry houses.

“At school I used to dream about becoming a astronaut so I could travel to Pluto, my absolute very favourite planet!” says 25 year old Andy in a typically broad Bury accent. “I never imagined I would be programming parallax scrolling routines and 3D polygon generators!”.

Andy's currently in full time employment with Software Creations, the company behind such titles as Spiderman and the X-Men, Beauty and the Beast and Plok to name but a few. His latest game, Bart and the Beanstalk, published by Acclaim on the Game Boy, was voted “Best Game Boy Game” at the Winter CES show in America by Nintendo Power magazine.

Estimated sales are in excess of 400,000 in America alone. Because of his last project being a major success, he's being shipped off to Seattle in America (all expenses paid!) with a group of other industry veterans.

What's more he's been given a promotion to Programming Manager on the Super Nintendo version of a game that's being kept more confidential than CIA's secret agent list. “The Game Boy's a really neat little machine and I had great fun programming it. It's one of those machines where you don't have to worry too much about mind blowing graphics, because if you put a load of flashy super detailed sprites and backdrops onto a Game Boy screen, things start to blur and you can hardly see what's going on.”

“To make Gameboy games look good you have to adopt a different style, both in graphics and programming because of the small screen. The way to do it is to concentrate more on originality rather than technical excellence, so the end result should have people saying ‘Hey! Now that's what I call really nice graphics’ rather than ‘Wow! Look at those mega whopping futuristic 256bit visuals! Shame I can't see them very well because of the blur.’ I'm sure you catch my drift”.

But what about gameplay? Do you need to approach the gameplay with a different set of spanners? “Definitely. What works wonders on a TV screen could fall flat on its face on the Game Boy, or any other handheld for that matter. On a console you can have big sprites and a large playing area, but

on a handheld you can't have them and you have to find an optimum balance between the two that works well throughout the entire game. With that in mind, it's still very important that the playability doesn't suffer, so we have to donate more time to the gametesting department. So while I'm busy making the game as blur free as possible, the testers can be coming up with gameplay ideas at the same time.”

Even though Andy's been round the block and has more under his belt than Linford Christie, his next project is his first outing on the SNES. “In game programming you can, to a point, choose how you want your career to go. You can specialise on one machine and stick with it for the rest of your career, or you can try your hand at as many machines as possible and become a multi format programmer. The latter option is what I'm in favour of, because broadening your horizons will give you more security.”

“For example, if you spent 5 years becoming a super ace on one machine and didn't know how to programme any other machines, if that machine stopped selling then there would be less demand for people to programme games for it. It would only take a couple of months for an classy programmer to learn another language so he could work on other machines, but you'd probably have to pack your job in and learn it in your own time and that's the kind of scenario you don't want on your C.V.”

“Every time I get the opportunity to try a new machine, I jump at it. Even though it's my first SNES project, I've spent the last few months getting used to the all the Super Nintendo's hardware and finding out what the machine is capable of.”

“Now I know the SNES like the back of my hand, it's an amazingly powerful machine and with all my experience in video game programming, I'm very confident that my game will be something really special.”

All of Andy's success came from a lucky break just after leaving school.

“I wasn't sure what I wanted to do after I left school until I heard about a one year Information Technology course that was recommended by a friend. There were more people wanting to do the course than positions available, so I had to go through a tough selection process, and I only managed to get through by the skin of my teeth! The course was split up into three main groups. Computing, which was mainly programming, Applications

where I was taught to use utilities like word processors, spreadsheets etc and Electrical engineering, fixing circuit boards and stuff like that. Everything I was taught on that course has been useful to me in one way or another since I've been working in the games industry. It's down to that course that I became computer literate, but they concentrated a lot more on the business programming side of things.”

“There's a big difference between being able to programme and being able to write a game, so as soon as I finished the course (before I went job hunting) I decided I'd be better off putting everything I'd learned to the test by programming some games on my C64. There are several ways people can go about this. You can just start to write a programme off the top of your head and see how it goes. That's the road to disaster, because if you change your mind at some stage in what you want your game to do, then it could mean you having to go back to the very start and rewriting a colossal amount of code. The best method is to sit down and spend a couple of hours designing the game in detail and how the programme should be structured, so when you start you know exactly what you're doing”.

Things are beginning to change in the industry however. Although programming the SNES or any console software is a high profile job, very soon there will be a real shortage of skilled labour do the task at hand.

“After spending about six months getting myself adjusted to writing games instead of business programmes, I decided that I was probably good enough to work in the games industry, so I went down to the Job Centre for a nose. It was in '86 and the industry back then was nothing compared to what it was now, so I wasn't very confident.”

“I couldn't believe my luck when (the now late) Binary Design had an advert in there looking for game programmers. I rang them up and got myself an interview, but I didn't really expect to get it because I was only 18, but when I found out the job was mine I couldn't believe it! The first game I wrote for them was 180 on the C64 which was published under Virgin Mastertronic's budget label. It was in the top ten for over a year and at No.1 for seven months. That kind of success makes veterans wet their pants, but for a debut game the feeling was simply amazing. I spent all of my three years there programming C64 budget games

and although the money back then wasn't brilliant, I became really experienced at 6502 machine code, the same language that the SNES uses”.

Although Andy thinks the video game industry is a great one to be in, he sees a big problem with the lack of kids learning to programme. “Ten years ago, when the C64 and the Spectrum where all the rage, once kids got bored with their games, they turned to the programming manual to do a bit of basic programming.”

“Now with everybody buying Nintendo and Sega machines, that isn't happening anymore. I'm not saying kids should go out and buy a C64 instead of SNES, because as far as new games are concerned, the 8bit computer range suffered a long and slow death years ago”.

Although further education courses still exist like the one Andy did in his teens, most of the graduates end up going to work in business programming, probably not realising the the video game industry will very soon be crying out for more programmers.

“Anyone can learn to programme computer games, just like anyone can learn to speak French. You just have to persevere with it and it will pay off in the long run if you decide to join the games industry. You can pick up an old Spectrum or C64 for about £30 and you can get programming packages for around £10, which adds up to the price of a new console game. So all you have to do is sacrifice one game to be able to enjoy delights of programming. I remember when I started on my C64 and even though my attempts at game programming were not exactly top, playing my own games gave me such a buzz!”.

When asked about his wages Andy cried “I'm loaded!”, but not very convincingly. “Wages range massively depending on ability and experience. Nobody gets offered loads of money if it's their first job in programming, but once your C.V starts to get thicker, so does your wallet”.

So there you have it. You don't need a Masters Degree in Computer Science to become a game programmer, a rubbishy old 8bit computer (or a brand new 486DX 100mhz for all you rich people out there) and a bit of determination is all you need to make it big in Logic Loops and Data Table Structures. So next time you're slagging off the latest SNES cart, take time out to think of all the blood, sweat and tears that go in to making a video game, and take time out to think of Andy Routledge.



PARODIUS

Konami/£52.99/1 player

Parodius represents the closest thing to a full blown hallucination you're ever likely to experience with your SNES.

This is shoot 'em up action at its absolute weirdest. 'Salvador Dali meets Monty Python in a hospital for the clinically insane' style influences fuse in this bizarre feast of flying octopi, homicidal lips, and cat/sea faring vessels combinations!

Some of the creatures and characters you will face in this blasting challenge may even shock, due primarily to their preposterous nature.

Whoever designed this game was probably very ill, or at least under a lot of pressure at work. The thing is it really works, forget your industrial/techno settings,

I'm into wiping out 100ft Las Vegas fan dancers who try to stamp on my little blue penguins head!

If you have ever played Gradius 3 (also by Konami) then you'll note one or two similarities between the two, but this is a better game by far.

Much work went into making this cart as smooth as possible with a minimum amount of slow down on the frantic bits, and they definitely achieved it.

It still remains a classic shooty and is loved by many a gamer.



WARP RATING

Originally Konami's Parodius was reviewed in the first ever issue of Super Action and received an impressive 91%. As a part of the shoot 'em up genre, other games have since been released which are better, both graphically and technically, R-Type III springs instantly to mind, but even that doesn't have the comedy values of Parodius. All in all it's an interesting if slightly dated cart.



STARFOX

Nintendo/£44.99/1 player



Starfox promised the dawning of a new era in SNES gaming, but after all the build up and hype has the space age Fox McCloud retreated into his den?

First reviewed in issue 8, Starfox was hailed as THE game SNES users everywhere had waited and dreamed for, a game that would redefine the future of the Super Nintendo.

Six months of naff blurred screen shots and disjointed snippets of information from Japan built the anticipation of any self respecting games player to

bursting point. As Fox McCloud, a half human half fox like creature, you are the leader of an elite gang of space pilots.

Your task is to control a highly armed, though still quite nifty, space ship on a mission to infiltrate and annihilate the enemy planet of Venom, freeing the Universe from the grip of tyranny.

When finally released, the long wait became an after thought. The beautiful graphics made full use of the much talked about Super FX chip and it became the first fast action 3D polygon game ever on the SNES.



Combine this with the stirring 'big' tunes and excellent smooth gameplay and Starfox deserved every percentage point of a stupefying 96%. This was a game to make Mega Drive owners regret the day they ever thought that the black box of doom would be a better buy than the SNES - ha, ha, look who's laughing now suckers!

Fox McCloud stormed onto the SNES last year and caused quite a stir. The first, and last, cart to use the FX chip. Now Nintendo have a smart new FX 2 chip to play with.

WARP RATING

Almost a year later has Starfox, now Starwing, stood the test of time? Graphically Starwing remains virtually unsurpassed no game has threatened it in terms of fast 3D polygon action. It soon became apparent though that after extensive play there was a tad of repetition. Without a doubt, Starfox still stands as a monument to SNES gaming and it's place is up there with Mario.



SUPER TENNIS

Nintendo / £39.99 / 1-2 players

As one of the greatest sports sims of all time, Super Tennis from Nintendo just keeps going and going and going.

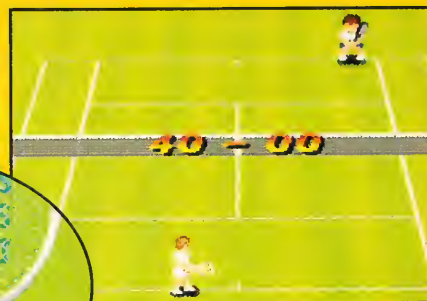
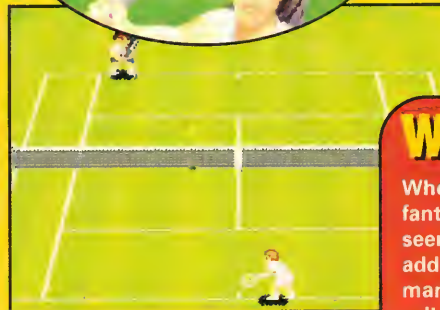
Sports sims can be so drab can't they? Well at least that's what I thought until I first played Super Tennis. What a game, what-a-game. Super Tennis is quite simply one of the most superbly playable and infuriatingly addictive games you are ever likely to see on your SNES.

It has all the action, shots and excitement of real tennis but without the running, sweating or



threat of serious stab wounds! Well actually that's not strictly true, because you'll probably get so into the game that you may well feel like inflicting some pain on your opponent, especially if they have just broken your serve!

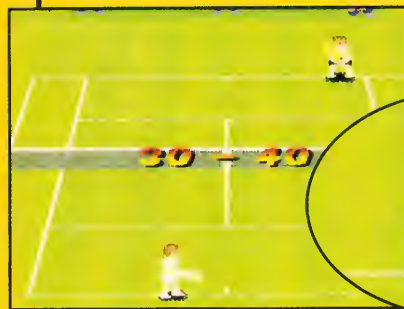
Although this game is great and offers a real gaming challenge when playing the computer, it truly enters the realms of the absurdly good in two player mode, ie - playing against one your mates. With very realistic



Still one of the best sports sims you can lay your hands on. It's fun to play on any surface, with anyone, singles or doubles - this game is classy with a capital C. If you don't own a copy, go and buy one. Trust me, I'm a professional.

WARP RATING

When released, this game was fantastic. The thing is, it just seems to have got even more addictive with age and how many games can you realistically say that about? If you haven't actually seen or played this cart, you'll be able to explain away that alienated, empty feeling you're suffering from as much more than a hormonal imbalance! You need this game in your collection!



PRINCE OF PERSIA

Konami / £49.99 / 1 player

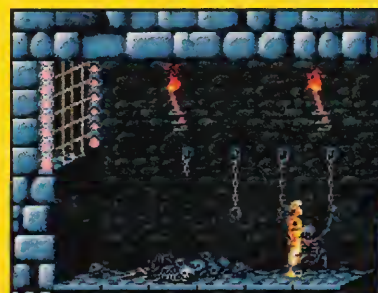


midable puzzles. As the Prince of distant Eastern land you had been chucked in the slammer so you couldn't interrupt the Evil magician, the Grand Vizier, from having his wicked way with your chick, and then marrying her in the morning. Naturally you weren't going to let

If you're after baggy pant tomfoolery in the middle East, then Prince of Persia has to be for you!

A bit of a graphical wower this one. Prince of Persia utilised the old rotoscoping trick to produce some very slick animation, and combined it with a sparse, though effective, series of backdrops. With an exceptional soundtrack (though the special effects were a bit dodgy) and plenty of challenge, this cart tended toward the excellent.

It was a massive, sprawling arcade adventure type thing with heaps of strategy, action and for-



that happen and so you had to try and prevent the imminent nuptials from taking place at all.

Breaking out of jail was only the beginning. You then had to search the massive palace, face hordes of sword wielding henchmen, solve numerous problems and avoid the vast array of obstacles all against the clock, it's enough to make anyone nervous.

When reviewed in our first issue, Prince of Persia achieved an impressive 90% and it could have earned that score on graphical excellence alone. The thing is, this was a very playable game as well with what appeared to be buckets of lasting appeal.



WARP RATING

As far as platform adventures go, this one looked the business, the problem is that other games have since exceeded Prince of Persia, both graphically and gameplay wise, most noticeably Flashback. For this reason it doesn't fair too well in the test of time. Never mind, it did spawn a style of arcade adventure that has gone on to produce some excellent games and we must be thankful.



PREVIEW

Exclusive SHUT UP



Chaz introduces each match. Well, he doesn't actually introduce them, he kinda just stands there looking tough.

This is streetfighting with balls. Sports junkies Accolade provide an asphalt alternative to the squeaky clean image of the NBA.

Once a basketball star obtains a certain level of esteem, there seems to be nothing he can do wrong. Sponsors flock to his side and anything touched or endorsed by the sports star seems to possess that mark of success.

Accolade have taken the endorsement process further by offering a game that not only bears the mark of this Stateside superhero, but also stands for what the player is all about. What we have effectively is the roots of this American obsession,

another slant on the game of basketball and a real challenge for anything up to four players.

Lets look at the market. It seems basketball is very much in vogue at the moment with four games currently in the process of being launched in this country over the next couple of months. As far as the British gaming public are concerned basketball is basketball.

Hardly a way of life, just another American import attracting attention only in certain quarters.

To smash this down the console concept of the game must provide more than the usual endless statistics and constant player/ team management. It needs instant access to the action and that certain edge. Sir Charles and Accolade have that edge.

This game gives end to end action plus enough statistics to provide many decision making possibilities. Sir Charles Barkley is more than just a face on a court, he actually stands for something. This aspect

is reflected in the game, not only in the title, but also in the 'rules' and the general feel of the game.

Some basketball players come through college and achieve status through trial and perseverance, study of tactics and an adhesion to certain principles. Sir Charles took a different route. His streetcorner training and his love of a different game, the harsh game of big boy street basketball.

It was this that took him into the pros. This game is rough, tough



Check out the social misfits! Wildman? Get a life!



and a law unto itself. Rivalry is high, almost to the status of gangland ethics. You play for money and you play to win.

Barkley Shut Up and Jam is two on two. The control configurations allows for one or two players to challenge in a tournament, series

or exhibition game, with the computer controlling the drone player without the ball.

Intelligence of players is high, so there's no problems with waiting for the computer to get the character in a suitable position to dunk. If four of you want to play well, then

BASE LINE BOO YA!

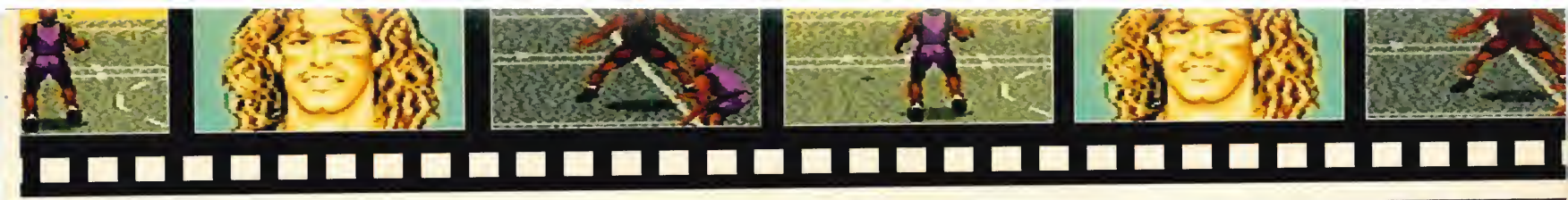
There are eight courts and locations around the States for you to play on, from the stadium at Houston to the beach in Miami. The courts are all basically the same, however, there's little scope for the delicate footwork that most NBA games provide, as you are running around on concrete half the time.

Barging your way around court is the order of the day and certain 'hotspots' allow for the turbos to be used effectively. Player and game speed mean the court proves an adequate area for this intense competition and quick scoring games seem likely.

Shut Up And Jam certainly isn't a game for those of you with slow reactions. The stadium setting in Houston is for the tournament finals and provides a more than adequate venue for a team exhibition. Mind you, all the backdrops are pretty decent throughout all of the playing courts.



As you can see from this fabulous link shot, the playing area is quite big. Lots of room for deliberate fouls methinks.



Above: A beach basketball babe fest! Check out the air guitarist! Cool man, cool.

Below: He tries the shot, but the bald guy's are blocking well. Is that Charles Barkley?



Below: Erm, this is the... uh, Map screen! Yeh, that's it, the map screen. Top guess eh?



Below: You too can have a stupid street name. Just imagine, Smoothy Keating.



that's has been catered for. Both the Sega and the Hudson Soft Multi tap can be used.

There are sixteen players to select from when assembling your team and each has individual characteristics based on an overall average. Of course one player stands out from the rest, but Sir Charles can only be selected by one player! So you'll have to fight over him.

Each player has six turbo boosts for both defence and attack which are replenished after each quarter. These effectively provide the player with 'special moves', meaning some exceptional exhibition moves can be pulled off.

In attack, some spectacular aerobic hoops can be scored and in defence you can do some unusual blocks. Save them up for as long as possible for effective gameplay. Sir Charles will be with us next month for an exclusive review. Check it.



Above: The guys are at the beach. The babes are catching some rays and everything is chill.

DUNKTASTIC DUDE

It has been a rocky ascent for Sir Charles with eight merely excellent seasons among the journeymen of Philadelphia before finding Superstar form after being traded to the Phoenix Suns in 1992.

At 6'5" Barkley is small for his position – "power forward" – but makes up for it through power and sheer athletic ability. He may be 'small' but still managed to dunk over 7'1" and 300 lbs Denver Nuggets centre Dikembe Mutombo during the 1991 All-Star game.

His trade to the Suns and the 1992 Olympics provided the spotlight he had so desperately needed. Consistently brilliant performances making him the huge mega star he is today.

Further seasons with Phoenix saw a domination of the NBA and the leagues MVP award quickly followed. Now the most famous active basketball player around his charisma and character have seen a constant source of sponsorship come from Corporate America. He's also inspired countless Americans.



Right: 'Now loves, can we have you all squashed up together? That way, you'll all fit in the picture. Cheers.'



FIRST LOOK

Now may not be the right time to throw a basketball game onto the scene. Competition is rife as everybody is doing one. Shut up and Jam has the advantage of being endorsed by an NBA All-Star but that may not mean much to a lot of people. If there is a problem with this is the same as many other ball-games in that it can get repetitive legging it from one side of the court to the other. The graphics are detailed and fluent but after half an hours play it may not be as appealing as it once was. Watch for the full review first. **ALEX**



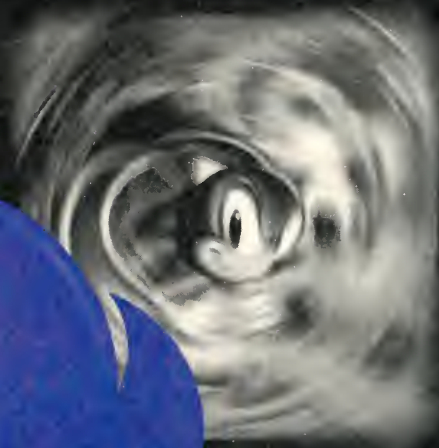
Asphalt and plenty of shaven heads. That's what you want from a basketball sim.



Get ready for some serious slam dunks and bucket loads of boomshakalak. Maybe.



If you're still in a spin over Sonic Spinball then fret no more, Sonic 3 - the greatest platform game to date gets well and truly tested in the new Mega Action. Also featured are Double Switch - more CD action with live actors, Virtua Racing - need we say more? NBA Jam - basketball for bruisers plus countless other big name games all under the microscope for the very first time.



Mega Action is in the shops right now! Hurry while stocks last.



MEGA ACTION

OCEANIC *state*

Riding along on the crest of a wave, Ocean Software are all set to flood the world with their finest products to date. Having snapped up some hot releases from Interplay, Ocean seem to have the world at their feet. Check out the sneak previews of their '94 release schedule overleaf.



ROCK 'N' ROLL RACING

We know we reviewed this cart way back in issue 16, but as you would have no doubt noticed, this cart has yet to see an official release. The reason behind that being that Ocean have purchased the game rights from Interplay - therefore delaying its release date.

But fret no more, because you'll be able to run down to your local game emporium in March and grab yourself a copy then. With a choice of 6 incredible racing machines as well as all those hip and trendy rock 'n' roll rhythms, you'll think you're in inter-

active heaven. Blow up the guy in front, lay a couple of mines around the track for your opponents to avoid, thrash and smash your way to the finish line and you've won the race!

Hoorah! Hoorah! Rock 'n' Roll Racing is a driving simulator with a very strange twist to it and it is available for public consumption on the above date.



Burn it up dude! Pu the pedal to the floor and shoot everyone in farn of you. Rock on!

CLAYMATES

Here's another of the Interplay lineup recently bought up by Ocean. Claymates was reviewed quite some time ago and received a final score of 89%.

It's a funky little platformer that utilised the art of claymation to produce a high quality and original feel to an otherwise stale genre. The story evolves around the kidnapping of Professor Putty and how his son, Clayton, must rescue him from the evil clutches of the wicked witch doctor.

You have the ability to change into any of the five clay characters on offer, wether it be Muckster the Cat, Goopy the Guppy, Oozy the Mouse, Globmeister the Gopher or Doh-Doh the Bird. Claymates boasts over 25 levels of play, each one with numerous tricky puzzles included. The original plot and gameplay make Claymates one of the smartest platform games around.



Oozy the mouse sprints along the underground tunnels in search of diamonds and blobs of clay.



Pick up a piece of clay and Clayton will transform himself into one of the many claymation characters. Honest!

ADDAMS FAMILY VALUES

Get ready for another dose of that special Addams' charm when you meet the family's latest member... Pubert. The cart will follow the plot of the blockbuster movie to a certain degree, but as usual, movie games tend to stray from the original plot just a little bit don't they?

Baby Pubert is abducted by the wicked nanny, Debbie Jellinsky, and the search for missing Pubert takes Gomez, Fester and the rest of the Addams family through gardens, swamp land, across rivers and deep into caves. Ocean have

gone for the Zelda style walk around this time. It does come across like a reworked Jurassic Park, but the game is more of an RPG than anything else.

Addams Family Values will have around 14 levels - both interior and exterior, interactive characters which give clues and advice and plenty of mind teasing puzzles to keep you interested. Expect to see Pubert and his ooky, kooky family some time around June.



Fester the wandering goon searches the smelly swampland for Pubert.



He seeks him here, he seeks him there, but little Pubert is still lost. Boo hoo!



The Iceland is yet another vast area that Fester must walk around. Poor old Fester.



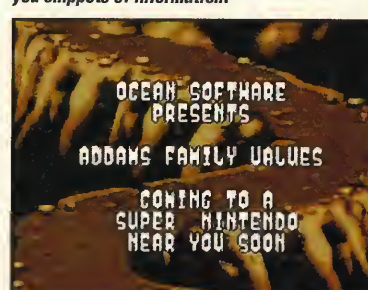
Fester enjoys running through the forest on a quiet summers day. Boring git!



It's sunny Macclesfield! Fester walks around Macc town centre for a while.

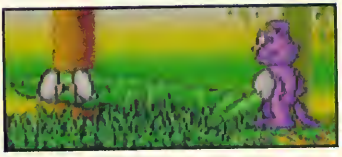


Gomez pops up every now and again to give you snippets of information.



We were given a rolling demo version of Addams Family Values. We can't play it yet.

EEK



THE

CAT



Ever had that sinking feeling? Well Eek probably has about now!

Eek the Cat is the latest in a line of cartoon tie ins, and this wild and wacky character looks like he's perfect material for Super Nintendo stardom. **NEIL**

From humble beginnings on an American kids TV network, Eek the Cat soon became a great favourite of the twinkie eating, star spangled youth of today. He has grown and developed into what can only be described as a phenomena. With his own regular prime time slot on the acclaimed American FOX network, appropriately entitled 'Eek the Cat', this moggie is big and looks set to get even bigger.

The wild cartoon series is currently being aired on Live and Kicking the BBC Saturday morning show over here, but his fame doesn't end with just worldwide television airplay. Ocean have now brought him straight onto your Super Nintendo, in an attempt to make a console star out of him too.

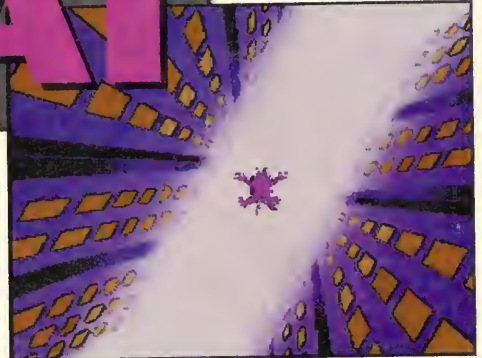
Probably the best way to describe him is a kind of a cross between Tom and Jerry, MTV and a thousand mega tonne nuclear device on the verge of critical mass. He is always trying to do the right thing but invariably this involves him leaping off tall buildings, getting ploughed down by heavy goods vehicles or exploding into furry fireballs. The wild humour of the character has been emphasised

within the game, making it a very enjoyable and pleasantly playable romp for gamers of all ages.

In this particular adventure it's a similar story, our feline friend has to save various bods from falling foul of the countless beasties, but this generally means sacrificing his own well being and landing himself in some serious scrapes. You can imagine the hilarious consequences.

It's very (and I mean, very) similar to Sleepwalker, but since that was released by Ocean also, I guess there won't be too many recriminations of a 'violating copyright' nature! Anyway basically you must control Eek the Cat through numerous levels of platform mayhem, there are also a few wild bonus screens thrown in for you to build up your score.

All in all it looks like a fairly unique approach to the age old platform game and with great cartoon style graphics and superb tunes, sound effects and speech samples Ocean could be a on for a winner. Just remember kids "It doesn't hurt to help!"



No it's not Sleepwalker this is Eek doing a pretty good impression though.



Avoid the hedgehogs if at all possible, the pain will delay your progress.



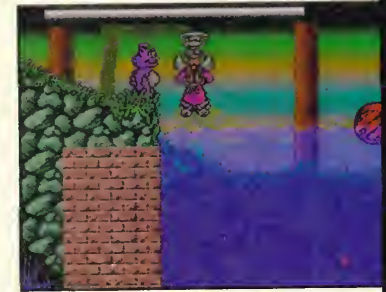
Hold back the old lady until any potential danger has passed by. Then push her past any hassels quickly.



Eek hangs from an electricity cable. What happen next is a little inevitable.



The snake shakes the old woman violently.



The old woman's number is up and it's all your fault, you murderer!



The old lady will walk aimlessly into all sorts of problems unless you help her.



This cat can get itself into so much trouble it's just beyond belief.



Slide down the Giraffes neck and when he stands up you'll be catapulted up to the next level.



GREEN LANTERN

The best green Superhero since the Incredible Hulk, the Green Lantern is comin' at us courtesy of Ocean. May the power of the ring be with ya!

ALEX

When I heard that Ocean were working on a SNES game based on the life and times of the Green Lantern, I was almost washed away by a huge wave of nostalgia. You see, the Green Lantern is as synonymous with my comic buying youth as the Supermen, Batmen and Spidermen of the world.

Anyone familiar with DC Comics, Marvel's greatest rivals, will be aware of the phenomenal success that the Green Lantern series has experienced. What's weird, however, is that where the aforementioned costumed crime fighters have all been immortalised in countless films, TV series and cartoons, the Green Lantern has had to make do with the odd cameo appearance and noughty action figures.

It was inevitable that a star of Green Lantern's magnitude would eventually become the main sprite in a SNES game. Ocean's in house development team are currently about half way through the

making of Green Lantern. Apart from working within the constraints of the SNES, the development dudes are faced with some crazy added headaches.

The plot, for example, is completely up to them. DC are not giving any help in terms of storyline, nor are they allowing the use of any familiar super villains. Ocean's graphic artists, therefore, are having to invent baddies from scratch.

There's even debate about how the Green Lantern sprite will look! The reason for this is that because he's been around for so long (around 40 years), he's undergone costume and personality changes in the comics in which he appears.

So what do the designers go for? A bequiffed Riteous Brothers reject or a tough guy with a Soho crop? Only time will tell.

So far, the game combines platform elements with the odd bit of Mode Seven flying over the planet O.D. chucked in for good measure. The main sprite is blessed with an amazingly powerful ring which can get him out of all sorts of bother.

One of the craziest things it does is form a huge comedy green anvil akin to a ten ton weight as seen on Sky TV's The Goodies. It drops down from a great height, crushing any hapless advancing enemy. The level code/continue debate has so far not been resolved, nor has the method of recharging the ring.

Green Lantern will be given the full preview and review treatment in forthcoming issues.



LANTERN FACTS

Also known as the emerald gladiator, the original Green Lantern is Hal Jordan, the daredevil test pilot who was given the power ring by Abin Sur. A good, solid, brave hero, Hal has a strong, logical mind and very high moral ideals. He's not a jot like the other Green Lantern, however.

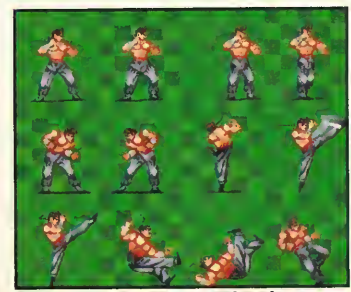
Guy Gardner is a cool, basin-cut hipster and a self-centred loud mouth. The two men are as different as chalk and cheese. Originally, Hal Jordan was the only Green Lantern on earth.

From time to time, however, the Guardians Of The Universe can give the power ring to other earth-bound humans to use as well as to punters throughout the universe. Gardner was the wrong man in the right place at the right time!



SHADOW

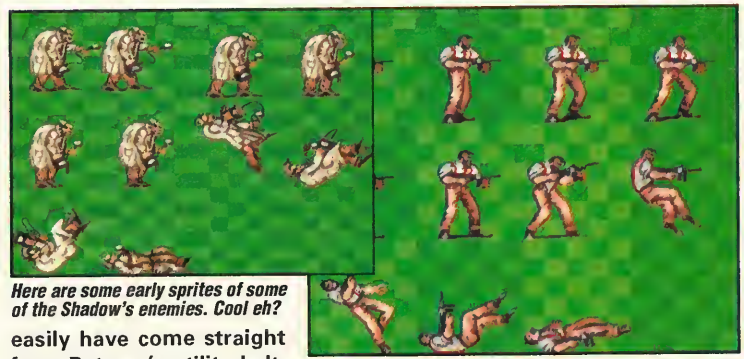
Soon to be a film of the same name starring Alec Baldwin, Shadow is currently reminiscent of Batman Returns. ALEX



Big butch martial artists and mad gun wielding maniacs are a common sight.

Again roughly around half way through development, Shadow is a horizontally scrolling beat 'em up with a mean Darkmanesque main sprite. The similarities to Konami's Batman Returns however are, in the words of David Coleman, quite remarkable.

The sprite glides across the pavement in much the same way as Batman did and he has a range of violent special moves which could



Here are some early sprites of some of the Shadow's enemies. Cool eh?

easily have come straight from Batman's utility belt. The thing is, for every Batman fan there's probably more than one Batman hater and this is one reason why punters may buy Shadow, especially if the film turns out to be a blockbuster.

A Mode Seven beat 'em up section is going to be included to add to the gameplay, the scenario being a high rise scrap with an impressive city scape knocking around in

the background. It's best not to pass judgement at such an early stage of development, but the similarities to Batman Returns are massive at the time of writing.

Batman Returns scored a spectacular 91% in our May '93 issue, so maybe Ocean have the right idea. Find out first in Super Action.

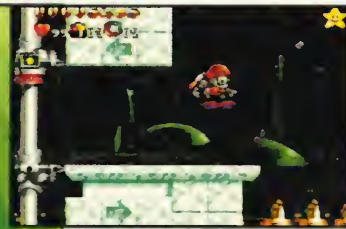
PREVIEW

Exclusive



TINHEAD

He's tall, he's thin, he's made of tin. He's also MicroProse's latest attempt at stealing the platform crown. Somebody warn Mario!



Find the jet pack and you'll be laughing, well flying actually.



Don't pass through the beam unless you want to be melted down.



Plenty of nasty, spikey traps have to be crossed successfully for you to progress.



Certain foes will take a few more hits until even their skeletons are destroyed.

about carrying any weapons around with him on his search as he uses a multi-shot, head mounted bounce blaster.

Sounds pretty cool. There are several simple tasks for Tinhead to perform before a level is completed, like locating buttons that open doors elsewhere on that level before you can proceed.

The play can scroll in any direction and several routes from the start of a level to finally locating the star have been programmed in on the large maps, because the programmers wanted to include "some non-linear gameplay for the enhanced re-playability aspect".

Passwords will be available after completing each level, so you can go straight into the game and not spend hours each time you play the game going through the first levels over and over again.

By using a droid with a cool yet dynamic image for the star character in the game, the programmers are planning that he will appeal to a wide range of game players, from eight year olds up to those big kids in their 20s.

The arty guys at MicroProse who've been working on Tinhead have made the graphics really bright, with some great effects

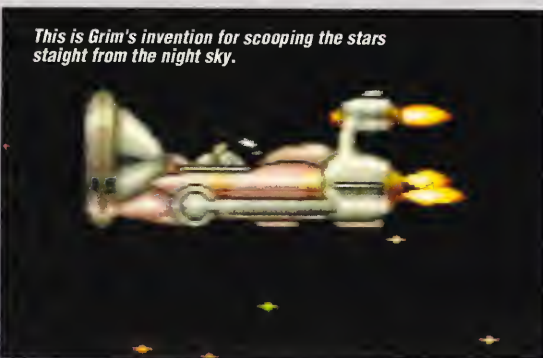
used on the explosions. All the sprites and all the action has been created with cartoon-style animation, which they hope will make the gameplay look a lot faster. Tinhead's character has been well thought out and has loads of cute

Tinhead is a new style of robotic hero for the SNES, care of MicroProse.

But it's been over a year now since this Sonic challenger was first conceived and little did he then know that he would end up on a mission to save all the stars in the Universe.

Nick Thompson and Jim Gardner are the programming brains behind this little metallic marvel. They wanted to give the game something extra, to separate it from any other platformer, so Tinhead will be able to use special robotic powers in his quest against Grim Squidge.

This grim guy is an evil, goblin villain who has flown around the Universe, sucking all the stars into his spaceship. So to return the night sky to it's usual twinkly scene, it's Tinhead's task to rescue all the stars. He can do this by freeing them from the bubbles that Grim has encased them in. Tinhead doesn't have to worry



This is Grim's invention for scooping the stars straight from the night sky.



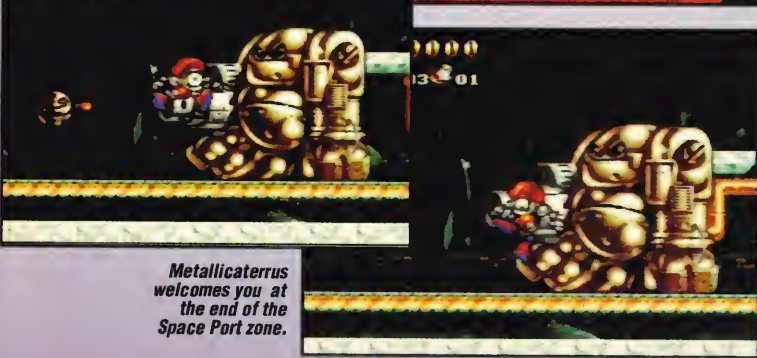
Use the force Tinhead. The magnetic pull suspends him for a fate worse than death.



I don't think this little green guy wants to welcome me to his planet!



Looks like Tinhead will be going straight to the recycling plant after this run in.



Metallicaterrus welcomes you at the end of the Space Port zone.



Prehistoric birdies pester the roaming robot in his quest.

Tinhead must perform various feats of daring-do.



little features. On collecting certain power-ups, of which there are loads, Tinhead will transform or 'morph' himself so he has use of some form of transport, other than running about. He will be able to use a rocket pack or space hopper as well as a few other objects.

There are four main levels which have four sub zones in each of them, the majority of which are completed, as the game is nearly finished. Each level will contain different gadgets to help Tinhead get about, including extra large catapults and trampolines, and huge mega magnets that can pick him up off the ground.

There are going to be stacks of bonus points up for grabs at the end of each level, depending on the accuracy of your shots and how many hits you have taken.



The first end of level guardian in all his glory. Happy, happy, joy, joy.



Various puzzles are presented but a little thought should solve them all.

His enemies come in all shapes and sizes, though as deadly as the next.



Stored in the little chap's head is a full range of devices.



Huge mechanical menaces hinder your progress and proceed to annoy Tinhead too.

There will also be several hidden bonus rooms scattered about to help you bump up your score, for which you must find the question mark power-ups.

Microprose hope Tinhead will follow in the footsteps of their last release, F15 Strike Eagle II. This puts you in the cockpit of a fast paced journey into the world of fighter control which is explored in amazing 3D graphic vision.

They proved themselves to be champs when it came to flight simulations - F15 offered a very realistic and playable game that received 86% rating from this mag.

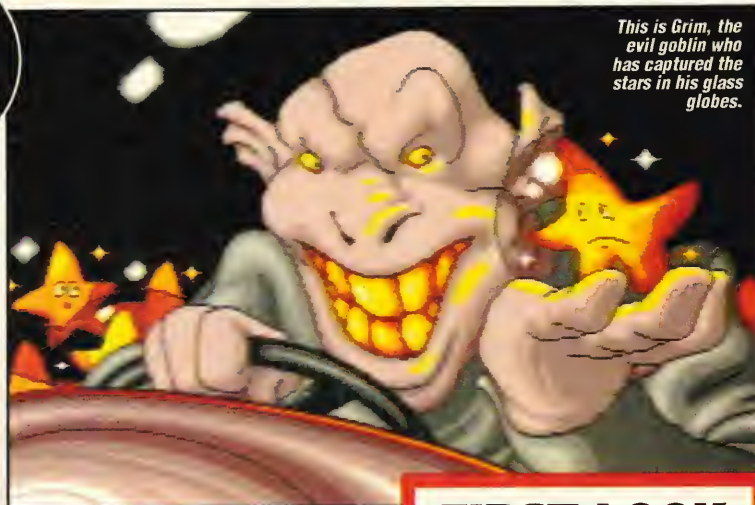
Plans are under way for an



Activate the transporter to leave the completed level.



The intro screen shows the new character taking his first steps into the big, bad console world.



This is Grim, the evil goblin who has captured the stars in his glass globes.

FIRST LOOK

The one thing that separates many of the platform games currently available is the game's main character.

By creating a totally new character, Microprose may be on to a winning formula with this cutey droid. Tinhead seems to have everything that you require for a standard platformer and more. Loads of unexplored levels to be erm, well explored and stacks of new enemies just waiting to be destroyed.

Tinhead could be really big when it finally gets released, until then though, we'll just have to wait and see. **GLEN**

Amiga version of Tinhead, and as the Mega Drive version is currently available, that only leaves the Game Boy option open.

With a few final touches still to be made to Tinhead, MicroProse are hoping for a release date possibly in April, so until then feast your eyes on these totally amazing screen shots.

No definite pricing for the cart has been confirmed yet, so it's a case of - watch this space. It doesn't look too bad at all at this stage, so keep an eye out for any news on what could be the very next console hero. Gamers have been calling out for something new, and with Tinhead just around the corner, things are looking very promising.

PREVIEW

Exclusive



Here we have the German goalie attempting a big goal kick. Mmm, how very interesting.



You control the guy with the star on his head, and this is a throw in screen shot.



They are inside the box and the shot's on! Unfortunately, they miss and lose the ball.



A defender has been hurt. He's down and I don't think he'll ever walk, alone, again.



He may play for the Welsh but he's still one of Manchester's finest footballing exports for years. Ryan Giggs (formerly Wilson) was brought up around the corner from our office and used to regularly destroy local school footy teams with his talent. Now would you believe the boy wonder, whose new stage is Old Trafford, has been signed up by software giants Acclaim to endorse their new football game?

Ryan Giggs' Champions is coming into the market at a time when the soccer game is at an all-time high, both technically and in the popularity stakes. This obviously makes the competition particularly stiff, but having the name of one of the world's brightest young soccer stars should give it the popularity with today's fans to give it a real chance out there.

Just in case you can't wait to find out, the game is due for a release in March, so you shouldn't have long to wait before it hits the shelves. Acclaim claim (sounds a bit strange that doesn't it!) that the finished game will bring real championship action to your Super Nintendo, as you can match the skills of your favourite players against the likes of Brazil, Italy, Germany and the good old United States of America.

Park Place Productions are the team behind Giggs'. These guys are widely renowned as being the best

Sensible Soccer, Striker, World League Soccer, the list of football simulations is endless. So why are Acclaim so confident that young Ryan can woo the football fans into buying yet another footie sim? He's in it, that's why.

ACCLAIM

RYAN GIGGS' CHAMPIONS

LIFE OF RYAN

A few things you didn't know about Ryan Giggs and didn't really care about:

- Ryan Giggs made his debut against Everton at Old Trafford on March 2nd 1991. Nobody new at this stage knew what a phenomenon he would become in the British game.
- He scored on his second match against Manchester City on May 4th of the same year to win the Derby. From then on he propelled himself to soccer stardom.
- He became the youngest ever player to play for his country, Wales when he made his debut against Germany in Nuremberg on the 16th October 1991 at the tender ages of 17 years and 321 days.
- Giggs' is five ft 9 inches and weighs 9st 10 (which is all a bit sad really but you can thank office United fan Helen Weaver for all this rubbish!).
- Ryan was born in Cardiff but moved to Salford near Manchester when he was two years old.
- My brother once played a game of Rugby League against him at school. Cool!
- Reported offers of £15 million from big-name Italian clubs like AC Milan have been flooding into United. Understandably the Premier League Champions are doing their best to hang on to his talent so it doesn't bear thinking about what kind of wage he's on.



My personal favourites, the Brazilian team. They are quick on the ball and wear smart strips.



in the business as far as sporty type games go and they've really gone to town on this title. Their pedigree is second to none with their stable of games including NFL Quarterback Club and John Madden. With names like these behind them, it is hardly surprising their talents are in demand.

One of the major features is the ability to play the game with it scrolling either vertically or horizontally. State of the art is how Acclaim describe their graphics, and as you can see, even from these screenshots they are pretty special. Young Ryan has definitely got himself a good deal as this won't be a game that shows up his reputation as some other sports games have done to other personalities in the past.

On the technical side of things, Ryan Giggs' Champions boasts advanced player control which will allow a variety of manoeuvres to be performed by the player, by both his attackers and defenders alike. All the other now standard options are included like instant replays every time a goal is scored.

Players can also receive red or yellow cards for the bad fouls that are committed, but one feature of it that Acclaim say is unique is the update feature that contains the countries facts and statistics. Very little is known about this at this



The Welsh team. Not the most successful squad in the world, but neither are England.



England! England! The greatest football team in the world, bar Brazil, Italy, Germany, Arge...



The match tonight is Germany vs Sweden. Select your formation and away you go!

stage, but no doubt everything will become clearer as time goes on.

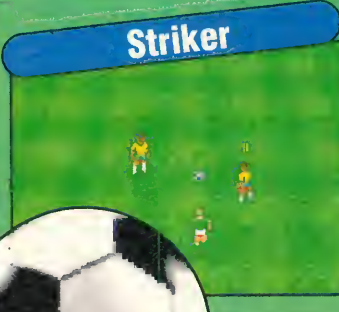
The game itself actually plays very well, but then again, so did Super Soccer. There are very few new features you can incorporate in a footy game. Giggs' game doesn't really try to be too clever and that turns out to be to its benefit. How many times has the "new smart feature" designed to make a game good, completely spoiled it?

Controlling everything is relatively simple and it won't take an eternity to get to grips with the game. Bear in mind that some changes may be made before the final version is released, but at this stage in the proceedings, things are looking very good.

Football fans are having a whale

REWIND IS SENSI IN?

What another football simulator? No, I couldn't handle another one! Not after Virtual Soccer. Anyway, Ryan Giggs is here to show us the future of football, so you'd better listen up - zike! There have been plenty of footie carts before Ryan Giggs came along and all of them were pretty pump, except for Striker of course, that was most smart.



Right: This is what greets you as you turn on your machine. Interesting isn't it? Blame Lisa.

of a time at the moment with all the quality releases that are arriving. I remember the days when the only good soccer games was Kick Off 2 on the Amiga. It's all changed now. Watch out next month for more hot gossip on Mr. Giggs and his army of frenzied footballers!



FIRST LOOK

Strange, very strange. Not only does the angle of play seem a little weird, but the control method is quite bizarre to boot!

I've been assured by the dudes at Acclaim that once you've played the game for a short while, the controls will become second nature.

Thank God for that! I though I was losing my grip on reality when I was battering my joy-pad for hours and getting no results.

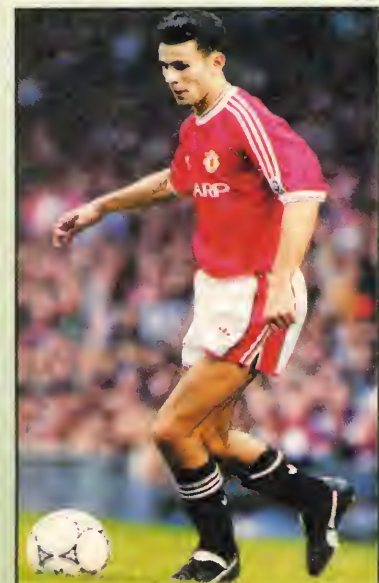
The whole thing is initially a shock to the footballing system, but after a while everything begins to slip into place quite nicely. **CHICKEN**



Below: There is plenty of scope for advertising in Giggs'.



Nibber alert! Nibber alert! Dickie Davies merges with Jonathon Ross and looks stupid!



MANGA MANGA MANGA

Hold onto your hats and prepare yourself for another anime extravaganza as we delve deeper into the strange world of Manga video. *JAY*



THE PROFESSIONAL GOLGO 13

Director: **OSAMU DEZAKI**
Running time: 93 minutes

Funnily enough, this latest Manga release isn't based on the exploits of certain late 70's TV crime fighters Bodie and Doyle, but is based on an original story by Takao Saito and directed by Osamu Dezaki.

The first time The Professional Golgo 13 was seen in Britain was during December 1993, when it 'went' on tour all around the country. If you weren't one of the lucky ones who managed to get a ticket, then cry no more because from March 14th it will be nationally available from any of your local video outlets.

The tale begins with our nameless hero (aka Golgo 13) in sunny California stalking his latest victim, oops, sorry, his current contract. After leaving the murdered son of a wealthy oil baron twitching in a pool of blood, Golgo makes his way to the airport and promptly boards a jet heading for Sydney, Australia.

When Golgo arrives he is rested up and ready for his next blood thirsty mission. This task is bestowed upon him by a bishop, and it's obviously a mission of revenge. Golgo 13 is hired to seek out one of the main Mafia hit men in the world – and terminate him.

Whilst tracking down his Mafia mate, he discovers quite a few surprises. The hit man in question was single handedly responsible for the brutal killing of the bishop's entire family –

hence the current contract. But that's not all, when Golgo discovers the true identity of the hit man, it turns out that not only is the 'hit man' a woman, but it's Golgo's ex lover too!

After dealing with his own intense personal feelings, Golgo finishes his job and returns home. On return from his 'working holiday', Golgo is now a wanted man. He's pursued by the FBI, hounded by the CIA and constantly being bothered by the Pentagon. Everything in life is not so sweet anymore for Golgo 13.

His every move is carefully monitored and he's followed everywhere, but this must stop. After finding himself trapped in a government building with no means of escape, Golgo is forced to fight for his life – and his honour. Is this the end for good ole Golgo? Get yourself down the local video shop and all will be revealed.

The Professional Golgo 13 is released on 14th March. Certificate 18.



One of the many Manga babes in the film.



Golgo 13. Big guns and plenty of action.



Assassinations have never been so much fun.



Nina Heaven and Freeman - what a team!

CRYING FREEMAN: THE HOSTAGES

Director: **SHIGEMORI YAMAUCHI**

Running time: 49 minutes

The Hostages is the fourth and final instalment in the long running Manga video Crying Freeman series. Parts 1 to 3 went straight into the Gallup top ten video chart within their first week of release, clearly illustrating the popularity of this series.

Part four well and truly lives up to its predecessors, offering yet another 50 minutes of pure Manga action to satisfy the most avid anime maniac. The story begins with the Wong family.

For the past sixty years, Los Angeles' Chinatown has been run by the Wong family and now, after all that time, a world terrorist unit known as the Kidnappers Organisation have indeed lived up to their own monicker and kidnapped several members of the dominating Wong family.

As you would expect, the Wong posse ain't happy. They complied with the KO demand of \$3 million in ransom money, but were cunningly double crossed. The Wong family turn to Freeman as their saviour, only he could destroy the KO and only he could rescue the hostages.

Unfortunately for Freeman and the 108 Dragons, the kidnapping was just a ploy to capture Freeman - and it succeeded. Now he is being held hostage on a far away island, surrounded by an army of insecure Vietnam vets, all under the control of a certain Miss Nina Heaven.

This woman is not only sexually active, but she plans to have Freeman as her personal 'slave' and will stop at nothing until her dreams are fulfilled.



Freeman takes care of 'business'.

As usual, everyone in this movie has a highly detailed tattoo covering 90% of their body and Nina is no exception.

Eventually, after much time being spent on close ups of tattoos and muscular body guards, the 108 Dragons finally come to Freeman's aid. All the strange beauties from the last three videos all turn up to help Freeman rid the world of the notorious Kidnappers Organisation, and it all ends up in a massive kung fu finale.

I loved this series of videos. Not just for the kung fu, but for having some kind of understandable plot. If any of the Crying Freeman films were ever turned into big budget Hollywood movies, they would be instant blockbusters, satisfying thousands of blood thirsty movie goers who are constantly waiting for Arnie's next move.

If you get the chance to get hold of the full Crying Freeman collection, grab it with both hands. You're not going to see Sly and Arnie in a toned down PG certificate, you're gonna witness a top rate assassination flick with more plot than any of the Hollywood hard men movies. Crying Freeman is the last action hero.

Crying Freeman Part 4: The Hostages is released on 14th February. Certificate 18.

Scare stories concerning sex and violence in video games are rife. Be worried no longer, for each new game to hit the streets after May 1st will have its own rating designed specifically to educate concerned and technophobic parents.

On February 9, ELSPA, the European Leisure Software Publishers Association, which represents the European video and computer games industry, announced a system of self regulation for the video games industry.

The rating system will introduce four game categories (see panel for details) clearly marked on the boxes of all new video games.

As well as this, the Video Standards Council (VSC) Code Of Practice has been announced. The Code, applicable to the UK, is a mixture of law, proper trading practices and common sense. It's designed to ensure that games are supplied to the public responsibly.

The VSC Code has a list of depictions which are not allowed in video games except when treated with great caution. The VSC Code hit list includes sexual intercourse, random and gratuitous acts of violence, racial hatred and of course, alcohol and drug abuse.

RULES AND REGULATIONS

TO COMMAND AND OBEY

This Code complements the existing 1984 Video Recordings Act which states that computer and video games must be submitted to the British Board Of Film Classification (BBFC) if, for example, they depict mutilation or torture of humans or animals or stimulate acts of force or restraint associated with human sexual activity.

Roger Bennett, general secretary of ELSPA, states, 'ELSPA has always contended that the vast majority of games are suitable for players of all ages. This new system will make this explicit with most games displaying four green ticks, indicating universal suitability.'

The rating system and VSC Code will be monitored by the VSC. John Pascoe, VSC operations manager, states, 'The

COMMAND AND OBEY COMMAND AND OBEY



Not surprisingly, Aladdin would have been deemed suitable for consumption by everyone from the age of 0. Having said that, this sort of game wouldn't really appeal to anyone over 18.



Jurassic Park, in its cinematic form, was given a PG rating with a warning written after it. The SNES cart, however, is given a fairly harmless 11-14. I'd have given it a 0-10 myself.



Mortal Kombat, although the SNES version is less violent than the Mega Drive 'blood' version, is given a 15-17 rating. A grey area exists here with different adaptations of the same game.



COMMAND AND OBEY COMMAND AND OBEY

For Ages • Four Ages • Para Años • Für Jahren	
0-10 ✓	11-14 ✓
15-17 ✓	18+ ✓

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Anyone wishing to drive in real life must be 17 before they can obtain a driving licence. On the SNES, however, it's possible to hurtle around race tracks at breakneck speeds at any age.

For Ages • Four Ages • Para Años • Für Jahren	
0-10 ✗	11-14 ✓
15-17 ✓	18+ ✓

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I bet anyone who owns a SNES, regardless of their age, has played Streetfighter II Turbo at least once. Okay, so it's violent but the characters aren't exactly realistic are they?

For Ages • Four Ages • Para Años • Für Jahren	
0-10 ✓	11-14 ✓
15-17 ✓	18+ ✓

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I'm all sold out of bottles. Gone back later, OK?

Zelda - A Link To The Past is given a universal rating. Although there is no real reason to deprive 0-10 year olds of it, I can't imagine many kids in this age group particularly enjoying it.



MONITOR MAN

Extracts From A Parents' Guide To Computer And Video Games...

Video games help children to think and act more quickly, improve their attention span and learn from experience. The Consumer Safety Unit of the Government's Department Of Trade And Industry, together with the National Epilepsy Society, has carried out an exhaustive study into this area which found that epilepsy cannot be caused by playing computer video games.

That all computer and video games are based on fighting and shooting is a myth! Many are challenges such as puzzle solving, platform building, sports and action adventure.

For Ages • Pour Ages • Para Años • Für Jahren

0-10



11-14



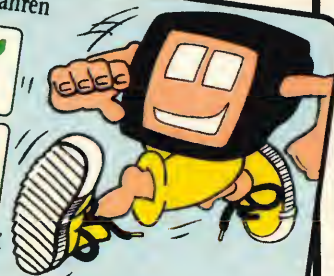
15-17



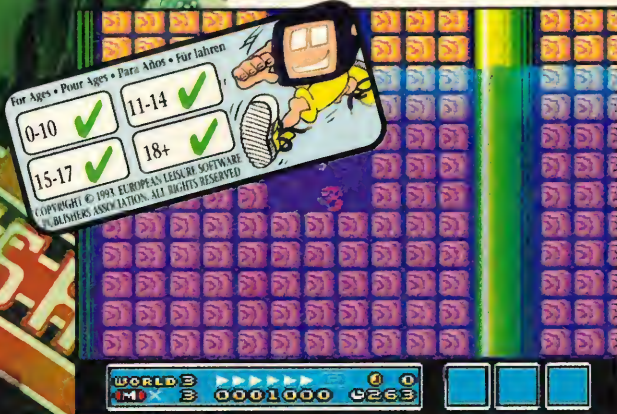
18+



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This product is exempt from classification under U.K Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for the age range(s) indicated.



Mario All Stars, supplied free with the SNES nowadays, would have been deemed suitable for universal consumption had it been released a few months later.

existing law in the UK provides a strong framework to ensure that games with a more mature theme, or with more sexual or violent content are referred to the BBFC.

'However, well over 95 per cent of games do not meet the criteria for referral to the BBFC and do not have to be classified.

'It is to these games to which the age suitability system will be applied by ELSIPA members. It would not be practical for the BBFC



to play through every level of every game published in order to classify them. Furthermore, the system of self regulation gives publishers the opportunity to give customers, and especially parents, more specific information about a game than might be imparted simply by it being given a 'Universal' or 'PG' classification.'

Members of the public are actively encouraged to write to the VSC at a Freepost address should they be unhappy about the rating given to a particular game. All the details of any public correspondence will be published by ELSIPA.

ELSPA will be distributing a series of information packs for retailers across Europe. A leaflet entitled 'A Guide To Computer And Video

Games' is to be made available to parents through retail stores as part of the European roll-out. The leaflet will include 'The Games Players Charter', with advice to players and parents (see panel).

ADDRESS FOR QUERIES

The Video Standards Council, Freepost, HA 4001, Greenford, Middlesex UB6 7BR

ELSPA was founded in 1989 to establish a collective and specific identity for the computer and video games software industry.

It works to promote the interests of its 62 members as well as addressing issues affecting the industry as a whole.

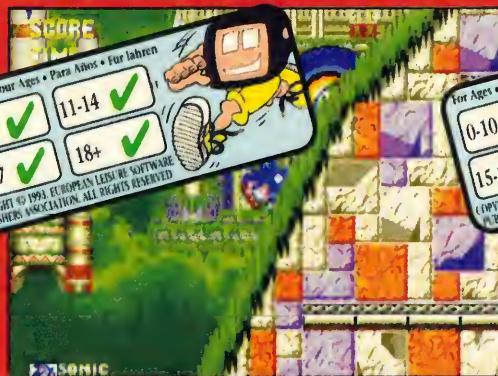
SOME OF ELSIPA'S 62 MEMBERS

- Acclaim
- Domark
- Elite
- Gametek
- Infogrames
- Konami UK
- Nintendo
- Entertainment UK
- Sega Europe (boo)
- UBISoft
- Virgin

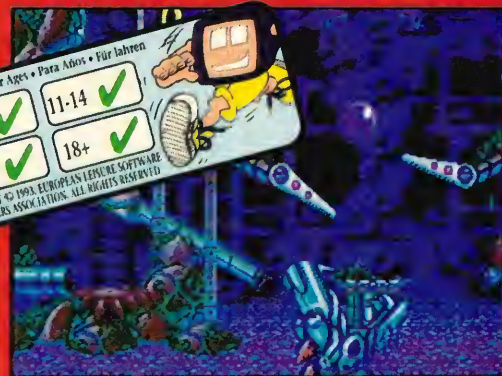
COMMAND AND OBEY COMMAND AND OBEY



FIFA World Soccer, although unavailable on the SNES, was one of last Christmas's top tenners. Footy in video game form is apparently as universal as it is in real life.



Sonic Chaos (boo) was also one of last Christmas's best sellers. The silly little blue hedgehog would have received a universal rating. Goodness knows why, Mario's miles better.



Sonic Spinball would have been deemed appropriate for everyone's use too. Just why anyone, let alone everyone, would be into this I don't know. Never mind.

GAME TIME

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OVER THE

edge

Last month I spent part of my time swanning up and down the country visiting loads of arcade manufacturers, finding out exactly what games they've lined up to tempt those £'s out of your pockets. This month I also reveal some pretty strange rumours I've picked up regarding the massive MK2 plus, the secrets, the news, the reviews — all the stuff that the public shouldn't know... yet. Learn to expect it from OTE. Get with the program and spread the word... OTE is large.



BRAD BURTON

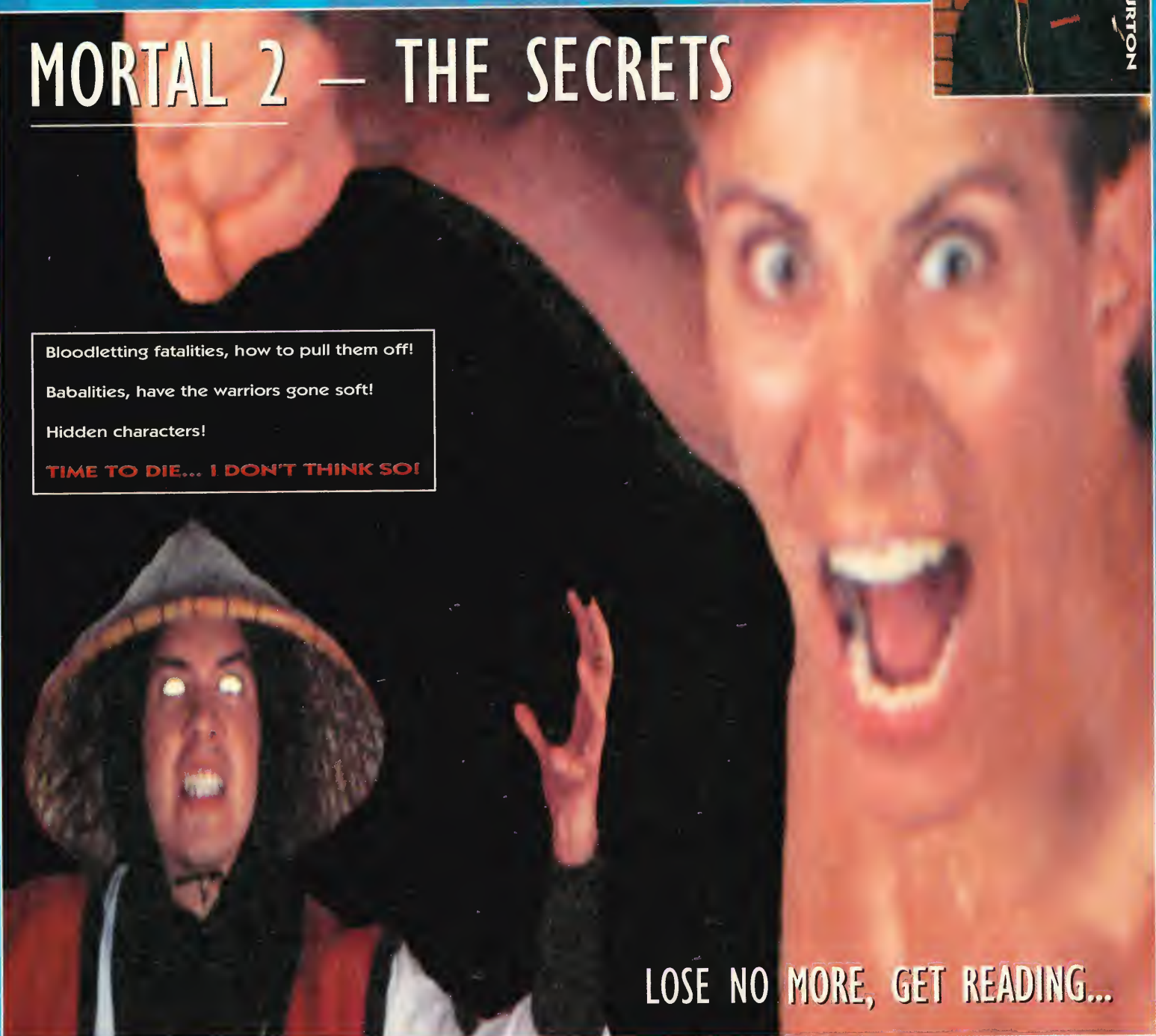
MORTAL 2 — THE SECRETS

Bloodletting fatalities, how to pull them off!

Babalities, have the warriors gone soft!

Hidden characters!

TIME TO DIE... I DON'T THINK SO!



LOSE NO MORE, GET READING...

OTE



Mortal Kombat 2 is scheduled for release the back end of this year for your fave games machine. So even if you don't use this guide in the arcade, you'll be able to refer to it when it's released for ya' machine. Hurrah... Geez I'm good to ya'.



OTE



BEGINNER'S GUIDE TO ATTACK AND DEFENCE

Face punch: HIGH PUNCH.
Body punch: LOW PUNCH.
Face kick: HIGH KICK.
Body kick: LOW KICK.

Uppercut: DOWN + HIGH PUNCH.

Crouch punch: DOWN + LOW PUNCH.

Crouch kick: DOWN + HIGH KICK.

Ankle kick: DOWN + LOW KICK.

Roundhouse: AWAY + HIGH KICK.

Sweep: AWAY + LOW KICK.

Throw/Flip: LOW PUNCH (Closest to opponent).

Knee: HIGH OR LOW KICK (Closest to opponent).

Jump kick: up and HIGH KICK or LOW KICK the opponent.

Jump punch: up and HIGH PUNCH or LOW PUNCH the opponent.



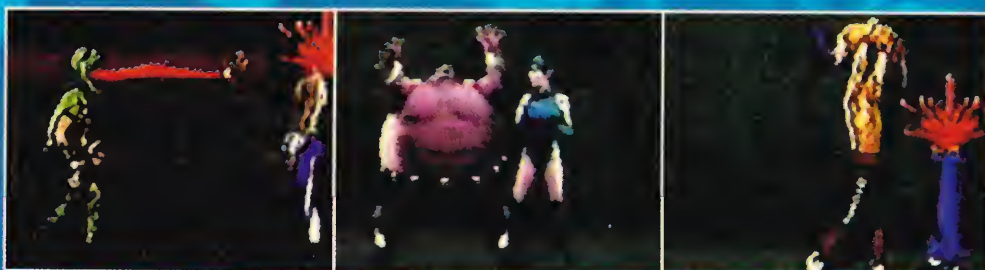
Hop kick: up and kick the opponent on your way up.

Hop punch: up and punch the opponent on your way up.

To block against an attack: BLOCK + down or BLOCK.

To block against the throw: down + back or down + back + BLOCK.

DEFINITIONS: All button names are in capitals. If you see the '+' that means 'and', whilst the '.' sign means 'then'. Understand? Probably not so here's an example. Scorpion's spear attack reads in the guide, Away, away - LOW PUNCH. In layman's terms this means away twice then low punch. Geddit? Ok one more, Baraka's blade swipe reads, Away + HIGH PUNCH, which when translated means away and high punch at the same time. Now you've got the idea. Read the next page then get down to your arcade and kick ass!!



out all those tricky death moves? *

ADVANCED KOMBAT TECHNIQUES

Liu Kang

Double forearm: HIGH PUNCH (When closest to opponent).

Standard fireball: towards, towards - HIGH PUNCH (can be done in air).

Crouching fireball: towards, towards - LOW PUNCH.

Flying kick: towards, towards - HIGH KICK.

Bicycle kick: hold LOW KICK (5 seconds) then release.

Fatality techniques: down - towards - away, away - HIGH KICK.

Description: Liu Kang will transform into a dragon and bite the victim in half leaving the legs standing. Stand close.



Kung Lao

Headbutt: HIGH PUNCH (closest to opponent).

Ground teleport: down, up.

Hat throw: away - towards - LOW PUNCH (the hat can also be manoeuvred in the air by moving the joystick up and down).

Whirlwind spin: up, up - LOW KICK (hold BLOCK) (rapidly tap LOW KICK to maintain spin).

Fatality techniques: toward, toward, toward, toward - LOW KICK (hold BLOCK).

Description: Kung Lao removes his razor hat slices the victim down the centre. Stand within leg sweep range.



Johnny Cage

Stomach jab: HIGH PUNCH (closest to opponent)

Drop kick: Perform a HIGH KICK or LOW KICK (Closest to opponent).

Low green bolt: Perform a half circle towards your player - LOW PUNCH.

High green bolt: half circle away - HIGH PUNCH.

Shadow leap: back - down - back - HIGH PUNCH.

Shadow kick: back - forward - LOW KICK.

Ball breaker: LOW PUNCH + BLOCK.

Fatality techniques: down, down - toward, toward - LOW PUNCH.

Description: Cage grabs the victim and rips their torso out, throwing it to the ground. Stand close.



Reptile

Acid Spit: two forward - HIGH PUNCH.

Force Ball: two back - HIGH PUNCH + LOW PUNCH.

Invisibility: BLOCK + two up - down + HIGH PUNCH.

Fatality techniques: two back - down - LOW PUNCH.

Description: Reptile shoots his tongue towards the victim's head, bringing it back and eats it. You should stand about a jump's length away.



Sub Zero

Iceball: quarter circle towards - LOW PUNCH.

Ground freeze: quarter circle away - LOW KICK.

Slide: back + LOW PUNCH + BLOCK + LOW KICK.

Fatality techniques: Unknown.

Description: Unknown.



Shang Tsung

Flaming Skulls: away, away - HIGH PUNCH

(one skull) away, away - toward, toward - HIGH

PUNCH (two skulls) away, away - toward, toward -

HIGH PUNCH (three skulls).

Morph to Liu Kang: away, away - toward, toward - BLOCK.

Morph to Kung Lao: away - down - away - HIGH KICK.

Morph to Johnny Cage: away, away - down

- HIGH PUNCH.

Morph to Reptile: BLOCK + up - down + HIGH PUNCH.

Morph to Sub-Zero: toward - down - toward

- HIGH PUNCH.

Morph to Kitana: tap BLOCK three times.

Morph to Jax: down - toward - away - HIGH KICK.

Morph to Mileena: hold HIGH PUNCH (3 seconds)

then release.

Morph to Baraka: two down - LOW KICK.

Morph to Scorpion: BLOCK + up - up.

Morph to Raiden: down - away - toward - LOW KICK.

Fatality Techniques: Unknown.

Description: Shang Tsung transforms into mist and enters his opponents body which in turn explodes.



Kitana

Fan swipe: away + HIGH PUNCH.

Fan throw: toward, toward - HIGH PUNCH +

LOW PUNCH (can be done in air).

Fan lift: away, away, away - HIGH PUNCH.

Air attack: half circle away - HIGH PUNCH.

Fatality Techniques: Unknown.

Description: Drives the spinning razor sharp fan into the

stomach of the unfortunate opponent!



Jax

Overhead hammer: HIGH PUNCH (closest to opponent).

Ground smash: hold LOW KICK (3 seconds) then release.

Grab: toward, toward - LOW PUNCH.

Quadruple slam: throw the opponent (repeatedly tap HIGH PUNCH for up to four slams).

Energy wave: half circle away - HIGH KICK.



Fatality Techniques: hold LOW PUNCH - BLOCK, away, away, away then release.

Description: Jax claps the victims head with his hands crushing the skull into little pieces. Stand close.

Mileena

Throwing sais: hold HIGH PUNCH (3 seconds) then release.

Teleport kick: toward - away - LOW KICK.

Fatality techniques: toward - away - toward - LOW PUNCH.

Description: Mileena repeatedly stabs the victim, lifting them up as blood sprays everywhere. Stand close.



Baraka

Blade swipe: away + HIGH PUNCH.

Blade fury: away, away, away - LOW PUNCH.

Blue bolt: quarter circle away - HIGH PUNCH.

Fatality Techniques (1): away, away,

away, away, HIGH PUNCH (hold BLOCK).

Description (1): Baraka extends his blades from his arms, then decapitates the victim with one swipe. Stand close.

Fatality Techniques (2): away, toward, down, toward - LOW PUNCH.

Description (2): Baraka stabs the victim and lifts them up, then they slowly slide down the blade. Stand close.



Raiden

Body launch: away, away - forward.

Lightning bolt: quarter circle towards - LOW PUNCH.

Teleport: down - up.

Electrocution: hold HIGH PUNCH (5 seconds) and release (close to opponent).

Fatality Techniques: UNKNOWN.

Description: UNKNOWN.



Scorpion

Spear: away, away - LOW PUNCH.

Teleport punch: quarter circle away - HIGH PUNCH.

Leg grab: half circle away - LOW KICK.

Air throw: BLOCK (both you and your opponent must be in mid air at the time).

Fatality Techniques: up, up - HIGH PUNCH (hold BLOCK).

Description: Scorpion removes his mask and breathes fire at the feet of the victim, which then twitches and explodes. Stand a couple of steps out of sweep.)



Hopefully you'll now be able to give the toughest opponent a run for 'their' money.

OTE

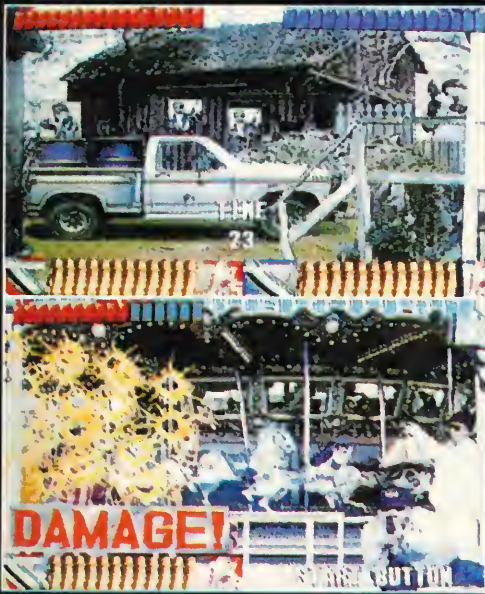
RUMOURS AND SECRETS

Mortal Kombat 2 has been accused of being too violent, so as a kick in the teeth to all the violence protestors they've included 'babalites', the opposite of fatalities? Confused. Well when the finish him/her sign comes up, an extremely complex combination of joystick movements causes the character to do something nice for a change. Mileena bakes a cake, Baraka crafts a piece of paper into a chain of paper men and Shang Tsung shakes hands with his opponent! **There** are over 25 fatalities. Most characters have two fatalities each. **Rumours** from a certain trade show suggest the possibility of up to three hidden characters. Although Kano and Sonya are unavailable to play, they do make an appearance chained to the back-ground of one of the levels! Jade looks like Mileena and Kitana and hides in the living forest. She'll only appear by defeating every opponent up until that level without using block or low kick. Smoke is the name given to a hidden warrior. Only the elite can reach him or so the games testers at Midway lead me to believe! Hmmm. **All** you Kombat experts get your rumours, sightings and tips together and send them to the usual address. Share your secrets with the mortal world and you may even see your name in print!

RESPEKT DUE TO MARC FRANCOIS AND THE WILLIAMS BOYZ FOR HELP WITH THIS LARGE FEATURE.



UNDER FIRE



Taito have gone head to head with Konami's Lethal Enforcers in releasing Under Fire, a similar type of game in which you, the player, are armed with a tacky dayglo machine gun and dropped in to the boots of a SWAT officer whose job it is to rid the city of bad guys... original, huh. The upright unit has two guns built in, so a mate can join you in the task. Fortunately it also has individual coin slots and buttons so no thug can steal your credits. It's certainly not as good as LE playability wise as far as I'm concerned. There's something I just can't put my finger on that drags this game down. The graphics are pretty cool and there are some great touches, like the shoot-out in the supermarket, where you cause havoc when your bullets hit into the shelves of cans and jars. Overall not a bad game, but I think the old saying of "the original is always the best" sticks in this case.

VIRTUA FORMULA

OTE



Bit of an upset this one. Virtua Formula, as far as I was informed, was to be a rehashed version of the racing classic. New courses and stuff like that... However, the only difference between Racing and Formula is around £400,000. No cosmetic changes really, the only improvement seems to be with the cabinet. Previously, the top end unit used pneumatics to push the player into those corners, the actual machine didn't move. Now, the whole car you sit in shakes, shudders and even jinks in order to immerse the player into the formula atmosphere. I consider myself a bit of a VR expert, but something was wrong. If you leave the track even for a split second you'll find it difficult to concentrate and control the steering wheel as the unit throws you about. Needs practise. If you fancy a Virtua Formula in your bedroom give Sega a call. Fully installed systems only cost a half million.



Capcom's D&D — Tower of Doom features QSOUND, the 3D audio system and boy is it used to full effect in this classy adventuring jaunt. Up to four players can join in a mystical quest as the party strive towards their goal. Since it's an official licence based on the popular role-playing game it utilises all the statistics of the original RPG therefore fans of the spod like passtime will be well in their element. It separates itself from other scrolling beat 'em-ups by offering the player different paths to follow, so potentially each game is unique. Some serious emphasis has been put on the gameplay which I found to be dangerously addictive. I constantly pressed the credit button in order to avoid seeing the continue countdown. Stunning!

DUNGEONS AND DRAGONS



HARD DRIVIN' AIRBORNE

What on earth are Atari playing at? Hard Drivin' was said to be the closest you could get to driving without actually driving, and in the States they even used it to train learners. However Atari have taken it upon themselves to program Hard Drivin' Airborne which simulates driving a top of the range sports car around a track, sounds pretty normal doesn't it. The cabinet, like its predecessor comes complete with a clutch and five speed gearbox, as well as the addition of a 'wings' button. upon pressing this, your polygon created car sprouts a pair of plane wings and pulling back on your steering wheel causes the car to soar into the sky. Bizarre! There are five exciting tracks to race on plus a couple of unearthly tracks that'll take you to the other side. Spooky. A racing game with loads of hidden features, superb! Atari have created a cracking game here and deserve much Respekt, check it out.





In the US on average each NBA Jam machine is reported to be taking approximately \$2,800 a week. It's being hailed as the highest earning coin-op game in history. Following on from that, NBA Jam tournament edition is a pseudo sequel that allows two similar machines to be linked together for a totally awesome four player jam fest! Boo-ya. Git' your stuff outta here!

NBA JAM DOIN' DA SLAM

WHO ARE YOU KIDDING?

Who needs the stress of a relationship? You know all that, "why didn't you ring me?" and who can forget the classic "what d'ya mean your tired". Well worry no more because you'll soon (probably) be able to jack into Virtual Lover, a program being developed for use with full body immersion VR units. All the fun of a partner without the hassle. Situated deep within the notorious red light district of Amsterdam, Erotic Reality Ltd are the company behind the ambitious project. Charles Lofton, the main programmer behind the project, is still looking for financial backers. Needless to say you'll need a little more than an idea on paper before Sega give you a million. They don't call 'em space cakes for nothing. But if you're looking for researchers, why not give me a ring... Oops, I hope my girlfriend (JP) doesn't see that.

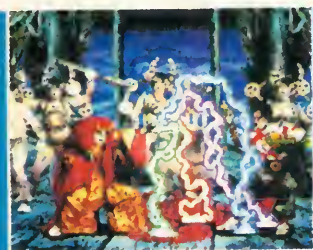
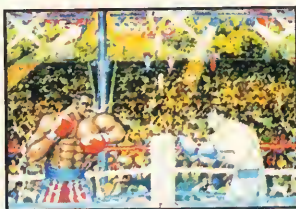
MORTAL MAKERS ENTER HOME MARKET

Williams and Bally, those guys behind Mortal Kombat, are to enter into the home consumer market. It's set to happen within the next six months, but rest assured the team who converted the console versions of MK are still gonna

be finishing the conversion job on the sequel for all the bloodthirsty home boyz, so don't worry. Acclaim have started work on the conversion of MK2 and it's destined for release towards the back end of '94.

THE BEST BOUT?

Seven of the worlds' strongest heavyweights have been brought together for a vicious boxing contest. Best Bout Boxing is new for '94 from Jaleco, I played an early version and I'm well impressed. Each of the characters has several hidden moves and as per usual it's only by a complete fluke that you'll suss 'em. It's gonna be big. Look out for it.



Ugh, just look at Kaneko's beat'em up Blood Warrior. Nine pugilist go for it, in order to become the ultimate. The blurb says "the ultimate in deady martial arts combat". Sigh. I think the screen shot says it all.

MORTAL KOPY

■ VIOLENCE IN VIDEO GAMES SLAMMED.

Arcade Manufacturers Of America (AMOA) believe that the current trend of escalating use of violence in video games will prove detrimental to the industry in the long term. Needless to say 'Gore is more' - money that is. Photo realistic fighters hacking each other up appeal. Profit over morality. That's the question. What are your views on this fragile subject? Let me know.

■ COPS COINING IT IN.

'COPS', Sky One's weekly fly on the wall cop show is now the focus of the latest Full Motion Video (FMV) game. The unit which charts your career as a lawman, is slightly unique in design.

Featuring a steering wheel and also a holstered gun, the idea is to slam on the sirens and lights, pursue bad guys and then bring them to justice by arresting them. However, more often than not the end result is a blood bath as you take as many bad guys out as possible. More news soon.

■ WHAT DO POINTS MAKE?

Bonk's adventure aka BC Kid is the first video game in which you actually win tickets which in turn convert into cuddly toy type prizes. Coo.

■ PINBALL WIZARD?

Data East are lined up to release Tommy, a pinball table based upon the cult '60's film.



CAPCOM TOPMEN TURN GREEN

Brutal warlord Kernel Goyolk is destroying the galaxy's natural resources, destroying forests in the name of 'development', for reasons bekown only to Capcom. Two young pups decide to take it upon themselves to sock it to Mr Goyolk by jumping into their spaceships and taking on his armies?!? At various points throughout the game you'll be given advice on what you can do to save the real environment. It looks like it'll be really fun. Just have a gander at these shotz. Eco fighters is on general release now.

OFFICIAL OTE ARCADE TOP TEN

1. MORTAL KOMBAT II

Mortal Kombat has finally met its match. Bloody good fun but it's tough until you suss out all the techniques.



2. NBA JAM

The most fantastic basketball game to date, so easy to pick up that even first timers will get good value for mo'.



3. SUPER SF2

The origin of the vicious beat 'em-up. Super playable although the presentation isn't on par with the likes of MK2!



4. FATAL FURY SPECIAL

A superb attempt at taking the crown. Some great special moves and completely kooky characters.



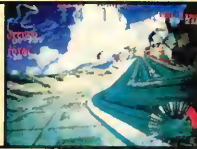
5. VIRTUA FIGHTER

It's got everything bar a storyline. No nonsense beat-em up that certainly doesn't pull any punches whatsoever.



6. RIDGE RACER

Mind blowing graphics, six speed gear box plus clutch. High performance motoring Namco style.



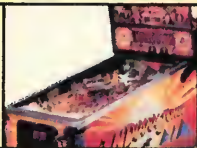
7. VIRTUA FORMULA

Thrilling high speed Formula 1 racing without risking your health. Warning: can damage your financial sitcho'.



8. INDIANA JONES PINTABLE

With features that take 'tables one step forward. A good licence that everybody can relate to.



9. DRUG WARS

A truly interactive action movie. Gun down bad guys and still have a clean conscience.



10. OUTRUNNERS

The classic '80s game, brought up to date with '90s graphics and a two player simultaneous option.



Beat 'em-ups are obviously where the money is at the moment. Violence sells and the arcade manufacturers have sussed this out. Noticeable by its absence is a good platformer. Disturbing that. Racing games and NBA Jam are all making a powerful impact but taking Mortal Kombat 2 down from its spot is gonna be tough.

LAST WORDZ



Exclusive! World war III or Virtual wargame?

Crikey how do I do it? Anyway, next month I'll be covering the usual wild stuff plus I'll be putting Virtual Reality to the test. A year ago VR was terrible, it really was. Blurred vision, suspect games and crap graphics. That's changed. Nowadays the balance has shifted and it's now only a few years away from the likes of that seen in the Lawnmower Man movie. VR is real, the money has been invested, the time is now. The feature, well that's next month along with a full report on what happened when I joined Salford R.L.F.C for a training match. I look at whether crime pays or not, asking an ex-con to dish the dirt on the prison system in a no holds barred interview. Plus that dream machine I mentioned last month has been coming under some serious hammer, does it really work? Look forward to it, 'cos I'm outta here.
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OFFICIAL HOTLINE

These pages are courtesy of the staff at the official Nintendo Hotline. Check out the lowdowns on our two new recruits, Justin and Marc, below. Call these guys if there's something wrong with your game playing – there shouldn't be after reading this!

Hello again, welcome to another month of Marc and Justin's fun and help tips and cheats section.

We recently visited the chaps at Super Action to see how things ran there. It looked pretty calm and relaxed but they haven't reached the monthly deadlines yet, which

apparently causes the entire Super Action team to turn in to a mass of screaming, stressed out, wobbling jelly people, or something.

If there's anyone who's completely mad out there, like us, and is playing *Might & Magic II*, then I would be grateful if you could send me some info about locations of items etc... you never know there might be some Nintendo freebies in it for your troubles.

We've already had a lot of help from Tony Bower and Steve White from Nottingham. Cheers chaps!

THE LEGEND OF ZELDA - A LINK TO THE PAST

Your task as Link is to work your way around three pendants in the light world, so you can get to Master Sword and enter the Dark World to rescue the seven maidens and kill Ganon. Here's how to do the three pendants and receive the master sword.



- 1) Enter the Hyrule Castle in the centre of your map, take the sword from your uncle and rescue Zelda.
- 2) Head towards the Eastern Palace and speak to the Sage who will offer you a gift if you collect the first pendant.
- 3) Complete the first pendant and return to the Sage and he will give you the pegasus boots.
- 4) Go to the library and use the pegasus boots to run into the bookshelf with the book on top. You'll receive the book of Mudora.
- 5) You must now go to the Desert of Mystery and use the book of Mudora on the stones between the



Justin (Fat bloke)



Marc (Stretch)



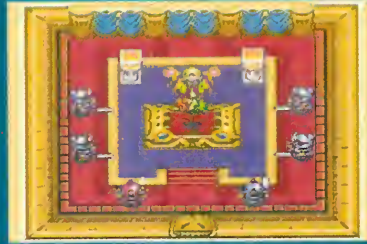
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LINE

you'll be able to enter and collect pendant three.
7) Now all the pendants have been collected you can go into the Lost Woods and you'll be given the Master Sword.



TOP FIVE MOST ASKED QUESTIONS - UPDATE

1) Q: How do I beat the boss in the Palace Of Darkness on Zelda - A Link To The Past?
A: You need to break off his mask by using either the hammer or the bombs. Once this has been done, shoot the green gem on his head with arrows.

2) Q: Where's the staff of Bryna in Zelda - A Link To The Past?
A: Go up to Spectacle Rock in Dark World and drop off the top onto a ledge up there to reach a cave containing the staff.



3) Q: Where's the exit to Chocolate Island from the Forest Of Illusion?
A: Go to the Forest Of Illusion 3 and go down the very last green pipe before the end goal to get out of the forest.

4) Q: Where's the Hireling called Mr Wizard in Might And Magic 2?
A: Go to Area D3 on your map and to the Big Tree and you will have to fight the evil Lich Lord in order for you to rescue Mr Wizard.

5) Q: How do I kill Wart on Level 7-2 in Super Mario Brothers 2?
A: You need to catch the vegetables

which are shot out of the tubes and throw them back into Wart's mouth when it's fully open.

PLOK - WHAT THE HOTLINERS THINK

Plok is a strange game. At first glance it is just another platform game. But after playing for a while you soon come to realise what a funny and diverse game it is. As well as platforms, there's puzzles and a lot of laughs.

It's got a nice simple, not too brain taxing plot - someone has stolen Plok's flag! And you have to guide Plok through various levels to find it. The graphics are big and cartoony with bold colours. It's very polished and absorbing.

Plok defends himself by shooting his limbs at his enemies. This can end up with some situations where Plok is hopping around on one leg. On some levels there are Plok power-ups that change him into something else, such as a boxing robot or a Sherlock Holmes look-alike with a blunderbuss.

With all this and an amazing soundtrack to boot, Plok is a platform game and more - different from the rest!

NON HELPLINE

The Hotline do not help on puzzle games over the telephone, although we do try to help on puzzle games by post. If you send us the name of the game, which machines, which level and what you can't do, then we'll try our best to help you out.



NON CHEATS

- 1) You can't be the bosses in Streetfighter II.
- 2) There is no 'blood cheat' in Mortal Kombat.
- 3) There is no special move to pull off a golden fireball in Streetfighter II Turbo - it's a completely random occurrence.



4) You can't perform a flaming Dragon punch in Streetfighter II Turbo.

OLD CHEATS ACTRAISER

To make it harder, press select at the end of the game and a new menu will appear with the professional mode as an option.

ADDAMS FAMILY

- 11111 - 99 lives
- B&1&B - 5 hearts, 80 lives, Granny and Pugsley Keswed
- 71117 - 100 lives, 3 hearts and an extra sword
- W111W - 100 lives, 4 hearts and an extra sword
- 21112 - 100 lives, 5 hearts and an extra sword

FINAL FIGHT

On the title screen, hold down the L and R buttons and press start to reveal hidden options screen. You can now alter the number of lives and the difficulty level.

UN SQUADRON

For a harder game, highlight difficulty with controller one and press AAAA on controller two. Now select the level called 'Gamer' with controller one.

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three face rocks to enter. Get the second Pendant here and the power glove.

6) You must now climb up Death Mountain to get the third pendant. When on top of Death Mountain you will find a blue tile surrounded by a ring of stones. Stand on the blue tile and you'll be warped into the dark world.



Unfortunately you have been turned into a pink bunny. Walk left from the tile and you'll see two diamond shapes on the ground. Stand in the right hand diamond and use the mirror. The mirror can be obtained from the old man on the way up Death Mountain.

You will now be warped on top of the Spectacle Rock. Walk off the back and then to the right and



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send your letters to:
 GUY CUMBERBATCH, Super Action, Europa
 House, Adlington Park, Macclesfield SK10 4NP

the essence of



GUY CU

The Super Action team are all well into sports games. They spend many hours of the day just sat around, drinking coffee and indulging in some serious sports simulators. Alex likes a bit of green felt in his sports games, Marc is keen on a spot of clay and Jay enjoys a good dunking. From these strange and useless clues, can you match the distorted screen shots with the Super Action dream team's names? The winner will receive something rather excellent in the post for his or her efforts. Good luck, sportsters!

“Hey, hey, hey! This month I’ve joyfully tackled all the sad gaming problems that have been thrown in my direction and still managed to find time in my busy schedule to rid the land of workshy fops, Sheffield United fans and shrew electrocuters. If any of you underlings have any queries or skin upsets that you wish to chat about, don’t be afraid to write.”

WRIGHT ON

Dear Guy,
 It has been quite a long time since I read your magazine but having recently done so, I must congratulate you, it was quite excellent. It is a lot better than either Super Play or NMS. I especially enjoyed the front cover of the Christmas 93 issue with Cool Spot on the front. I also particularly like your index system, it’s very informative and helpful. I am actually speaking from a professional point of view as I am Ian Wright the pro footballer who plays for Arsenal. The reason I’m not giving you my address is because you would want to come around to my house, and I’m too big a star for that. People have told me that I’m the best striker in the world and I’m not arguing I can tell you. Anyway that’s it, bye!

**Ian Wright,
 (From Arsenal F.C.)**

Gee thanks Ian, but just a few points I’d like to make before we go any further.

1. We don’t believe you.
2. Alan Shearer is much better than you anyway, even if you

are Ian Wright, which of course you aren’t.

3. Were glad you like our mag regardless of your severe delusions. Right, who’s next?

DEAD SNES?

Dear Guy,
 I am extremely annoyed, (and I mean absolutely fuming!) my parents recently bought me a SNES and I was completely overjoyed. Then I find out that the excellent SNES is in decline and will soon become obsolete due to the 3DO, the Atari Jaguar and the new Nintendo machine. Please tell me if this is true, it better ruddy not be. From a very @^%*&! off Super Nintendo owner.

**Jonathan Kent,
 Harrow**

Steady on there Jonathan, try taking a few deep breaths and then sit in a darkened room for a couple of hours! I seem to remember a similar letter a couple of issues ago, so this is obviously worrying lots of you out there. It is true that new machines are on their way to the

UK market but your SNES is far from entering that great console graveyard of no return, as you seem to believe. Nintendo are still selling loads of Super Nintendos and great games will continue to be released for a good while to come yet. I really don’t think you’ve got anything to worry about at the minute, and I know you made a wise choice getting a SNES. Continue to take the medication and try to relax a little, that’s the best advice I can offer, apart from washing your mouth out with soap you foul mouthed young whippersnapper!

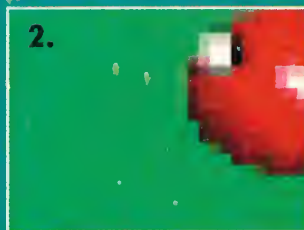
YELLOW BALLS

Dear Guy,
 I have just started reading your mag, and I think it’s great. Here is a list of questions for you.

1. Is Warp Speed any good, if so, how would you rate it?
2. Are there any cheats for Dragons Lair (but not Action Replay type ones please).
3. Ryu and Ken on SF2 Turbo apparently have a yellow fireball attack, how do you do get them to do it?
4. What should I buy next,

IDENTIFY THE GAMES WIN AND WIN A PRIZE

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MEMBERBATCH

Jurassic Park, Sunset Riders or Zombies Ate My Neighbours?

**Yours sincerely
Lol Craven, Essex.**

Hearty salutations to you lol. Here are my considered thoughts on your numerous little ponderous teasers.

1. Warp Speed was actually reviewed way back in the dim and distant Super Action past (issue no. 8 actually). As I recall, it wasn't well liked, only getting a very average 69%. As far as the Super Action crew was concerned Starfox and Wing Commander offered much more to all space cadets everywhere.
2. Dragons Lair eh? I'm sorry to say we don't have any normal cheats for this particular game.
3. To get those elusive yellow fireballs attacks for Ryu and Ken, start by pushing up on the joystick and then move your thumb round the entire pad. If you are facing right then go in an anti-clockwise motion (up, left, down, right, up). If you are facing left, then use a clockwise motion. Remember this will need a bit of practice.
4. Although Sunset Riders (82%) and Zombies (84%) are both good games, I definitely favour the brilliant Jurassic Park (91%).

SCOPE FOR IMPROVEMENT?

Dear Guy,

I buy your mag every month and it's great, so in return for the compliment could you answer these questions for me?

1. Have you any cheats for Mario All-stars (Mario 2)?
2. Do you think the scope is any

good? Could you give me a list of games it can be used with?

3. Which would you recommend out of Boxing Legends of the Ring or Turtles Tournament Fighters? Which has the longest lifespan do you think?

4. My friends say that converters wreck the PAL version of the SNES, is this true?

5. I buy Super Action every month, as do my friends and we all love it, but one thing we hope for every month is a cheats book. Will there be one soon? Bye.

**Brian Jenkins,
Co. Limerick**

No need to suffer any longer Brian, here are the answers to the questions which have troubled you of late.

1. Sadly I don't know any, Brian maybe some of the readers have got some they would like to share with us?

2. We at SA don't really rate the Super Scope very much, it's a bit of a laugh for a while, but that's about it I'm afraid. As for games that can use the scope, well there are quite a few, but look out for The Hunt for Red October, Yoshi's Cookie, T2 Arcade, Lamborghini and, of course, Blastris.

3. Boxing Legends (87%) is a particularly good sports simulation, but if you are a big fan of arcade style beat 'em ups then I think you may find Turtles (93%) a good bet. It's by far the best of the recent deluge of SF2 clones to hit the SNES. In terms of lasting appeal, I think Turtles probably has slightly more to offer.

4. What complete twaddle. If you buy a decent converter from

a reputable company then you will have absolutely no worries at all Brian, so tell your mate to hush his mouth.

5. Cheat book? Who needs a cheats book when you have Dr. Diablo's fun filled pages, are they not enough? Seriously though, there are no plans as yet, but who knows what lies around the corner!

WILL IT HAVE BLOOD?

Dear Guy,

I was hoping you could possibly, if you're feeling up to it, answer me these questions?

1. Should I buy Super Probotector?
2. When is Mortal Kombat 2 coming out officially?
3. Will it have blood?
4. When will Super SF2 be released officially?
5. Which is better, the Super Advantage joystick or the Saitek Arcade Megamaster?
6. Can you tell me the cheat to get to the Special Cup race on Mario Kart?

**Manraj Khehar,
Berkshire.**

Indeed I can answer those questions for you Manraj, it is truly all I live for.

1. Super Probotector (89%) holds a special place in all our hearts here at Super Action, it was the first game to appear in the first ever issue of this universally acclaimed mag. That aside, a year or so ago this would have been the essential shoot em up purchase. Now though there are loads of this genre to choose from. In my opinion it would be best to

check out some of the more recent shoot 'em up releases (see games index) before wading in waving your hard earned cash about.

2. Conversion work has already begun to bring MK2 to your SNES, when it will actually be released is still a bit of a mystery. If you can't wait to see all the new characters and moves why not splash out on the actual arcade game, a snip at only £2895! Bargain?

3. I don't really know, but after all the fuss Nintendo made about the first Mortal Kombat cart, I doubt it very much.

4. If you can remember back to our Dec 93 issue you'll recall that we had some exclusive screen shots of Super SF2 Turbo which had just been released on arcade version in Japan. I think a SNES version is therefore a good few months away, but believe me, with all the new characters and the amazing new look it's going to be well worth the wait.

5. If you really, really must buy a joystick then I think I would pick the Super Advantage, but all at Super Action feel you can't beat the standard SNES joystick for feel and control.

6. First select the two player Match Race and make your driver choice. Then, with the arrow pointing at either the Mushroom, Flower or Star Cup, use controller one and press the following combination. L, R, L, R, L, L, R, R, A. The Special Cup should now be highlighted, making another five courses available to you and your chums. Okay? **Goodbye my merry joystick warriors, until the next time.**

*Similarities to any person living or dead is purely coincidental.

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TURTLES TOURNAMENT FIGHTERS

Amphibian action has never been so intense as we descend into the weird world of the four most famous turtles in history. Raphael, Donatello, Leonardo and Michaelangelo have entered one of the most dangerous tournaments in their lives. Now they need the help of this guide.



CONTROLS

- A)** Hard kick.
- B)** Soft kick.
- Y)** Light punch.
- X)** Fierce punch.

DONATELLO

Donatello, the brains of the bunch. Even though he is recognised as the swot of the team with vast knowledge of science and machinery, he is the most flexible in combat. He chose to train in the art of Bo fighting, a four foot piece of yew wood that's been treated and hardened to withstand blows from the sharpest blade. The main advantage from this choice of weapon is the extended attack range. It gives brave Donatello the edge against his unarmed opponents, like the evil Shredder. Boo!



DONATELLO VS RATKING: A surprise is played upon the character as they face the last year's champion. The Ratking is an expert in combat. He's immensely strong, agile and extremely skilled in grappling. The key for all characters is to keep your distance and to use any projectiles. Donatello differs though. If you keep a constant attack from the air with heavy Bo swipes, you'll subdue the fighter into the corner. When you do, spin your staff by pressing the hard punch button. This will keep the Ratking quite until you're ready to use your ultimate attack move.



DONATELLO VS KARAI: A further challenge is made from another unknown who has survived the earlier combat rounds. She's very quick and supremely skilled against any of the other fighters. But like all things, she has a weakness that is easy to exploit. By repeatedly launching a barrage of ground claws, Donatello can keep this fearsome warrior at bay and gradually subdue her with the damage from the missiles. Shame that she was this easy to overcome.



1: Donatello's missile weapon tapped from the inner force of ninjitsu, it's quick and deadly to ground based opponents. As the wave of energy surges from the end of his Bo, it snakes along the ground damaging the legs of his enemy. Only use from a great distance though, as close opponents often choose to jump the oncoming attack to deliver a flying kick or punch. To activate this move press Down, Towards - Down, Towards and Punch.



2: From the years of practice with his staff, Donatello can deliver multiple jabs inflicting much damage whether the opponent blocks or not. But due to its lack of recovery from such a concentrated onslaught, it should only be used when an opponent is trapped in the corner of the arena.



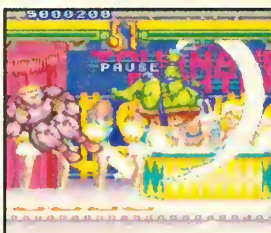
3: Through the intense listening of modern music like rap, Donatello has incorporated his dancing techniques with his fighting skills. By spinning on his head with his legs extended, Donatello can clear his surrounding space by literally knocking his opponents out of attack range. Brilliant if you're trapped in the corner yourself. To use this press Down, Away - Down, Away and kick.



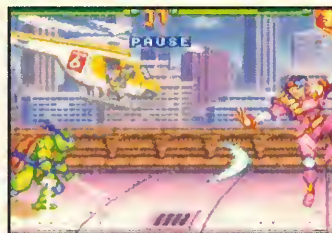
4: Like all characters featured in this tournament, Donatello has the ability to reserve a certain amount of their attack energy until they decide to use their ultimate attack manoeuvre. Donatello's is quite terrifying. By focusing hard, Donatello summons a dragon spirit. This abomination will rush through the victim, burning his very soul, fantastically effective against all enemies. Just push X and A when your attack meter is flashing.

LEONARDO

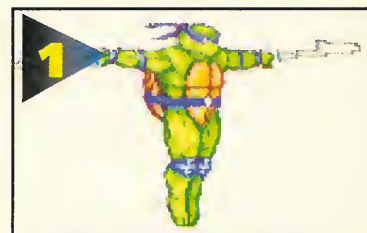
Leonardo, the elected leader of the foursome. His special attributes include modesty, courage and exceedingly good skill with the Katana. The Katana is a two piece sword set, they're two and a half feet long and viciously sharp. It is down to this top turtle that the four have entered the tournament, his humility allowed him to enter. Also he wanted to prove to his teacher that he his by far the best.



LEONARDO VS RATKING: Leonardo's main offensive is to stay on the defensive side of things. By waiting for the Ratking to make mistakes like jumping into the attack, Leonardo can retaliate by utilising the Roto Cutter move. It's the best way really.



LEONARDO VS KARAI: The best way for Leonardo to overcome this superior foe is to use the same trick as Donatello uses. By repeatedly using his awesome projectiles, he is able to pin the deadly Karai safely in the corner and out of reach until combat is over.



1: Similar to Donatello's involvement of modern music, Leonardo has copied his dance routines into his fighting combinations. By rapidly spinning across a short area with his arms outstretched and the katana held firmly, he'll slice and dice his way through any surrounding foe(s). Down, Down - Away, Away and punch.

MICHELANGELO

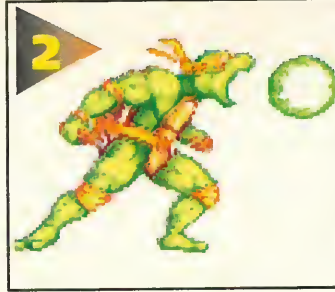
The wackiest of the bunch steps bravely forward wielding his nunchuka, two pieces of wood approximately a foot and a half long connected by a chain half of the wood's length. Michaelangelo likes to dazzle his opponents with his blinding speed with the nunchuka before delivering his attacks. He's really good if it wasn't for his showman antics which let him off guard.



MICHELANGELO VS RATKING: Due to the Ratking's preference to attack from high in the air, Michaelangelo's best chance of survival is to rely upon the rising nunchuka manoeuvre. As previously mentioned, no one can withstand the might of the almighty spinning nunchuka.



1: It's uncanny how this special attack compares with SF II's Ryu Dragon Punch. Rising from the ground, Michaelangelo sets his nunchuka spinning with ferocity. As he continues to ascend through the air anything attempting to cross this attack line will be in for a major shock. Very useful against opponents who attack from the air. Push Down for two seconds and then up with a punch button.



2: I'm not sure how Mikey managed this trick. Maybe they were all sitting down eating pizza and then he belched violently, resulting in a large green globe that chars most materials, especially flesh. Either way it's a good way of keeping the enemy at bay. Press Away, Away - Down, Down, Towards - Down, Towards and punch.



MICHELANGELO VS KARAI: Now I've seen this tactic used before. Oh that's right, it's predictable. By constantly being boring but safe, you can launch an endless array of green globes at the mysterious ninja. Okay it takes time, but at least you get through perfectly.



3: Realising the potential behind his outer shell, Michaelangelo has adopted a new attack move. By rolling towards his foe as quick as he can, he can inflict untold damage with his hardened shell. Best used from a close attack range, as others will see this from a distance and take appropriate action to counteract it. Hold Away for two seconds and then push forward and kick.



4: Sometimes a turtle just needs to boogie. I suppose it could be blamed upon the fact that he is, after all, a teenager. If his attack meter is flashing away and you press X and A he'll rush forward with no forethought for personal safety and execute his dance of fury. Repeated kicks and punches eventually give way to his rising uppercut, causing much damage and despair to the victim.

RAPHAEL

By far my favourite. He's sarcastic, so much so that his comments can cut deeper than that of any blade. He's also an incredible fighting machine. He can ignore pain to extreme extremes. And to make it better he fights with his soul weapon, the sai. With the appearance of daggers the sai is very misleading. They can catch most blades and weapons between the outer and inner prongs and with one twist, they're disarmed. And as a bonus, they could be used as a throwing weapon, however this is not featured in the game.



RAPHAEL VS RATKING: Other than multiple fire discs, Raphael's best line of attack is to spin in with his sai torpedo trick and then deliver to short swift body kicks. This will keep the Ratking blocking for the duration until Raphael is ready to use his ultimate attack wave.



1: Defying the laws of gravity, Raphael can propel himself horizontally across the arena with his sai protruding. To add to any damage that is successfully inflicted, Raphael will be rotating his torso, thus turning the sai as it meets its target. Hold Away for two seconds and then push Towards with a punch button.



RAPHAEL VS KARAI: Once again the spinning sai trick is employed, fire discs maybe chosen but I personally find this easier. Just keep in close with your sai trick until you're close enough to attempt a throw. The hard punch button shouldn't be used for the sai torpedo, only for the throws as he lands.



2: Unique cartwheel capers as Raphael concentrates with his chest buster. By holding back on the pad and then pushing forwards with a kick button, Raphael will flip towards his foe and deliver two hefty kicks to the chest. This really knocks the wind out them.



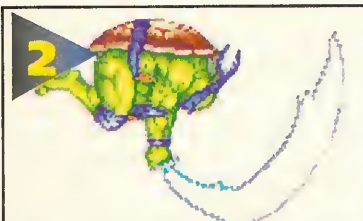
4: Once Raphael's aggression levels has reached maximum, he can launch himself high into the air out of reach from all attacks, and send a huge barrage of fireballs. This move is used for larger crowds of enemies rather than a singular opponent. Still, it's effective if delivered from a range. Just press X and A when the bar is flashing green.



If Raphael feels strong he can reach into the air with a clenched fist and can create an aura of pure energy, resulting in a glowing fire disc. Then he can fling it towards his opponent attempting to blind them with pain and confusion as the disc explodes upon impact. Push Away, Away - Down, Down, Towards - Down, Towards and punch.

THE BIG PICTURE

Konami's latest attempt at the ultimate beat'em-up title for the SNES. Turtles Tournament Fighters features high definition graphics with a nice rate of frame animation and a few well sampled sounds. It's quite playable too, but it's a shame the L and R buttons have no use. Some extra moves would have been nice, although this is more than adequate. **DAVE**



2: By psyching himself up from a crouching posture, Leonardo can somersault into the air with his blades firmly by his side. This attack is more like a defence. Because of the widespread arc from the blades, Leonardo can force any attacker into retreat as any entry into this whirling death blow will result in very deep wounds. Press Towards, Down, Towards - Down and punch.



3: If Leonardo wishes he can summon an arc of sonic energy that will hound his chosen victim until connection has been made. Although the opponent can minimise the amount of damage by attempting to block the attack, the desired effect remains. It hurt the geek. Down, Towards - Down, Towards and punch.



4: Tricky to execute effectively. If Leonardo has saved up enough attack force he can release it through his punches. If used from a distance, it is devastatingly useful in destroying any enemy. If used too closely, it is very fatal to our hero. If X and A is pressed whilst the attack meter is full, Leonardo will unleash a multitude of projected punches that will strike with bone crushing force. This is really worth seeing.

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FLASHBACK

Well here we are again. And, as promised, we bring you the conclusive episode of the Flashback guide. So read on and help Conrad become the hero he was destined to be. See you all next month, bye!



CONTROLS

- A)** Draw gun (once obtained).
- B)** Use gun or other item.
- Y)** Perform action such as pick up.
- X)** No use at all. Redundant.



PART 1

On arrival on Earth your first task is to hand over the papers that cost you so dear back on Titan. The attendant will take them and allow access to the planet's surface. The first and most immediate problem is the policeman who makes no move towards you until a shot is fired. Only on removing him will the next door open. Have your gun drawn then edge into the next screen. Careful timing of the shield is needed here as

not only is there a robot waiting for you but also the police are out in force. These flying police are deadly shots and require anything up to four shots to kill. Drop down the next ledge then shoot the second robot by running ahead for a clear shot. Wait for the antenna to protrude before parting with the bullet. Take the lift with gun drawn so that on the way down you can take a shot at the policeman waiting. Robots are all too apparent around this section so be prepared to roll to safety. Use the Shield and proceed to the next screen where more policemen will have to be engaged. Only with careful shooting will the door open. Now be careful in this next screen, the pit below you is not clearly visible and falling down will put you in conflict with the all too dangerous power globes waiting for you in the depths. Proceed to the Taxi rank and activating the switch will take you further.



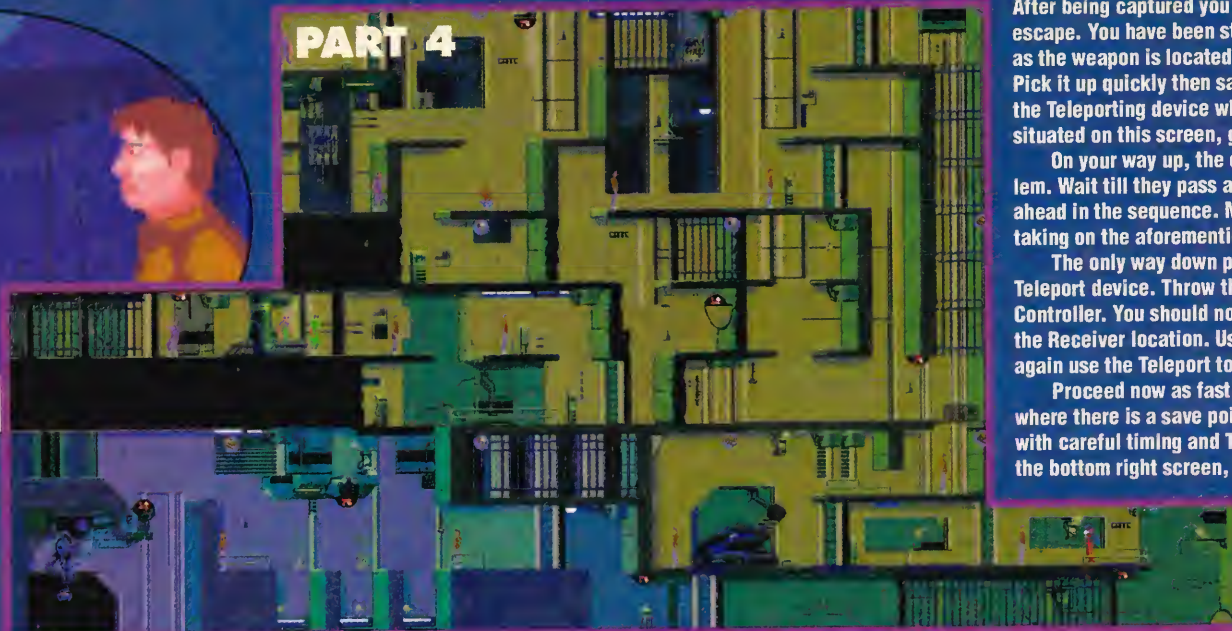
PART 2

Your drop off point from the Taxi allows an immediate save so do so. Climb up to the robot and just after shooting roll off the ledge. The explosion, should you remain up there, will take a shield point off you. This scenario will frequent the next levels so careful when taking out these droids. Climb up again to the top ledge then perform a running jump to the next screen. Hanging by your fingertips, pull yourself up and take out the power globe opposite. The glass door on the next platform should be shot through. Perform the running jump once more and enter the gloom. Take the lift down and climb up to the blue light which hangs down. Shooting across from there will bring down the glass door and allow you to pick up the key for later door access. Proceed past the bar and head up. Climbing up will no doubt trip the laser turret so remain crouched then roll out of screen and out of range. The robot above the bar is guarding a switch which will power down the energy trap behind the key lock. Take the lift down then jump up onto the light to open the passage and obtain the lift.

PART 3



PART 4



After being captured you are flung in jail then allowed to escape. You have been stripped of your gun but don't panic as the weapon is located below the first drop to your right. Pick it up quickly then save. Your first task is to head up to the Teleporting device which is well guarded. A key is also situated on this screen, guarded once again.

On your way up, the energy traps will prove quite a problem. Wait till they pass above you then climb up, always ahead in the sequence. Make use of the Recharge before taking on the aforementioned guards.

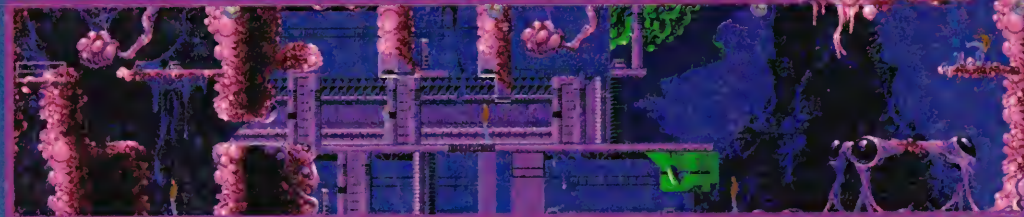
The only way down past the energy traps is to use the Teleport device. Throw the Receiver, then highlight the Controller. You should now, on activation, be transported to the Receiver location. Use the key in the lower lock then again use the Teleport to gain the lower level access.

Proceed now as fast as you can to the bottom level where there is a save point. The pits are easily negotiated with careful timing and Teleport use. Your aim is to arrive at the bottom right screen, ready for a Teleport to a next stage.

PART 5



You have been transported to the very heart of the alien computer. All the disguise is abandoned now so welcome to a new type of enemy. These blue blobs move fast across any terrain and can only be shot when materialisation is witnessed. They can take anything from one to six shots to kill making them without doubt the worst alien in Conrad history. After arriving proceed right, taking on the two aliens which head down toward you. Let them arrive at the bottom before engaging.



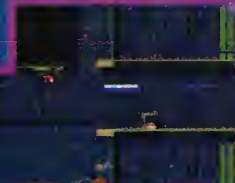
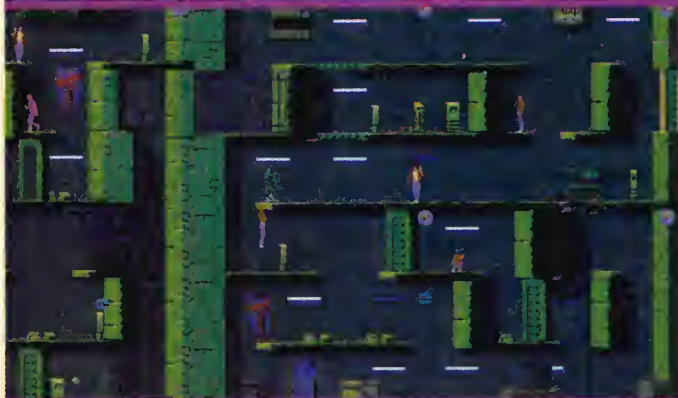
After disposing of them, climb up and take on the alien in the next screen. Drop down and flick the switch which gains lift access. Moving further right provides vital shield recharge. Traverse back round the now accessible lift then proceed down.

Be very careful at this next stage. The laser turret will activate so roll towards the drop. Dropping down will put you face to face with three very nasty aliens. Try to move to the bottom of the screen where there is enough area to take them out. Pick up the stone and move left, leaving it on the door activator to keep the door above you open.

Climb up but don't be tempted to remove that mechanical mouse as it keeps the energy trap closed. The next screen is passed by climbing up to activate the floor panel then climbing down to the bottom switch. Shoot the door open and flick on the device. An alien will appear and shoot the man behind the door.

Don't panic, he will complete his last task before he dies. Remove the alien by rolling left and right and shooting when it forms. Climb up and the man lying on the floor will give you a Nuclear Charge. Roll onto the next screen.

Now this bit proved very tricky and the best way to pass through the screen is to climb up to the highest point and throw the Teleporter into the shaft. You will need to be fast!



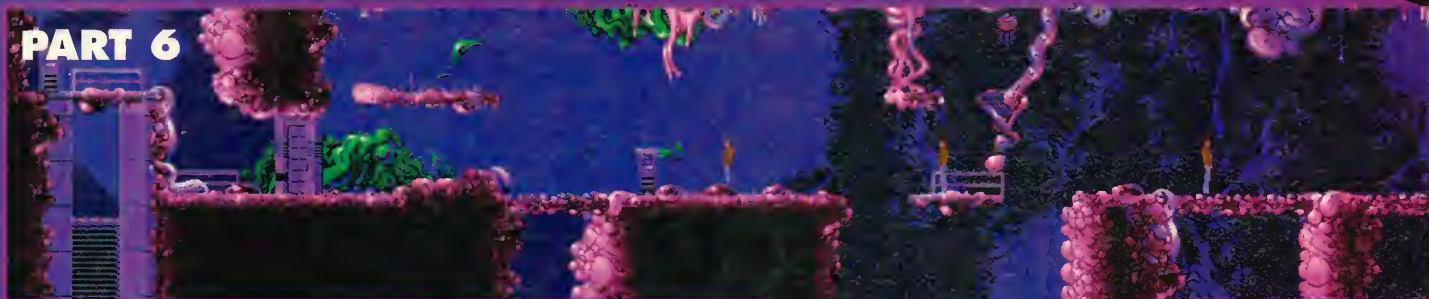
There are many energy traps and associated switches within this area, the mutants which are present are the teleporting type and require anything up to four shots to kill. The save point is reached by pulling out the gun, crouching on the left of the trap door then rolling right and falling down. Charge your shield and save position. If the door you are trying to pass through appears closed then look around for a power globe which normally act as triggers. Work your way right and when the energy trap starts advancing behind you be prepared to shoot the power globe to open the door to the next level. Don't worry too much over your capture, you will be given more than an easy task to escape.

FLASHBACK

And the huge glorious maps continue. I hope you are all enjoying yourselves, because I worked really hard on these!



PART 6



Use the recharge point then move right to the apparent abyss. Use the jump which lets you climb to a higher level then take the lift down. Keep dropping down till you locate the save point then use it. Move left and pick up the key. Proceed to the top right of the playable area where the key will allow you into the last and final playing area. Remember the landscape well as your goal is the furthest point on the right should you finally set the charge.

PART 8



Take the lift behind the previously closed door to the lower regions. Move into the room with the hanging creature. The aliens coming towards you require one shot only to kill. Climb the platform on your right and shoot once at the creature dead centre. Roll away, take out the oncoming creatures then repeat for the other side. Eventually the creature is killed and you can move through the room. Trip the activator in the next room then run back to the lift shaft, take the lift up and recharge shield. Go back down and save progress. Return to the locked door and obtain the key from the top right of the screen. You will need the Teleporter to pass through the energy traps and on reaching the furthest point right a voice will tell you exactly what to do with the Nuclear device. Before flicking the switch, throw the Teleporter, allowing you to pass quickly through the beams.



PART 7



The mechanical mice are situated just above you and are handy for setting off traps and bombs. Climb up to the highest point then perform a running jump allowing all the bombs to blow up harmlessly behind you. Take the lift up then immediately take it down. You will have tripped a device which opens the door at the bottom. The two aliens freed will need to be removed in order for you to obtain the key to open the left side up. Before taking the lift drop your Teleporter so you can return quickly to this point.

Now take the lift up and recharge your shield at what should be quite familiar territory. The alien is guarding that switch for a reason. It opens the door to the next level. Drop in, then in order to avoid combat, flick the switch then Teleport away.

Take the lift up, climb the rest of the way then avoid the energy traps. This is best done by waiting till just before the mouse activates the plate then rolling through. Take the lift down. The next screen is really quite simple although it appears at first to be very hard. Stay crouched and roll from left to right shooting the creature. Then, once that is done shoot the eye of the ball till it drips ooze and opens up the floor. Move as far right as you can then throw the Teleporter into the shaft and Teleport to the next level!

Tune in next month for Dave's special guide on end of level swimming strokes.



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JURASSIC PARK

We couldn't resist it no longer. We just had to bring you the full guide to Ocean's Jurassic Park. We're sorry it wasn't sooner, but we thought it might spoil a good thing. Anyway for those who are still stuck, enjoy!



CONTROLS

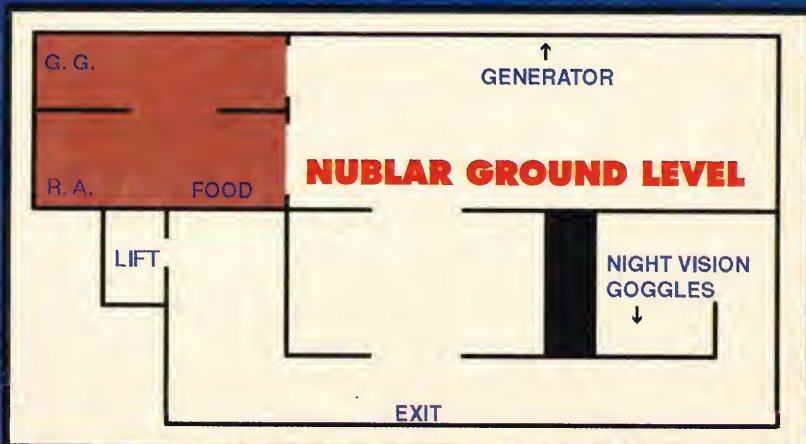
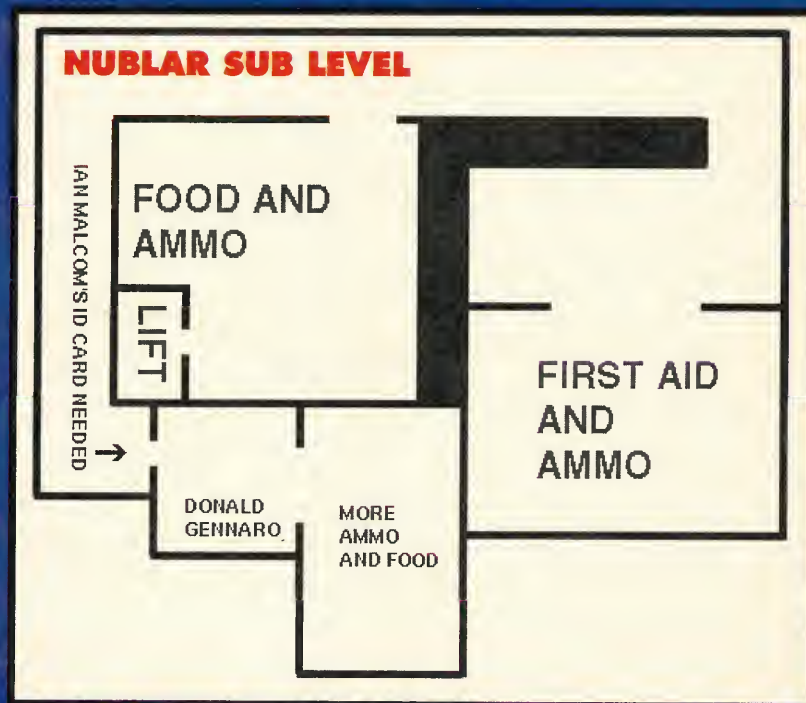
- A)** Use primary weapon.
- B)** Jump.
- Y)** Use secondary weapon.
- X)** Pick up items.

PART 1

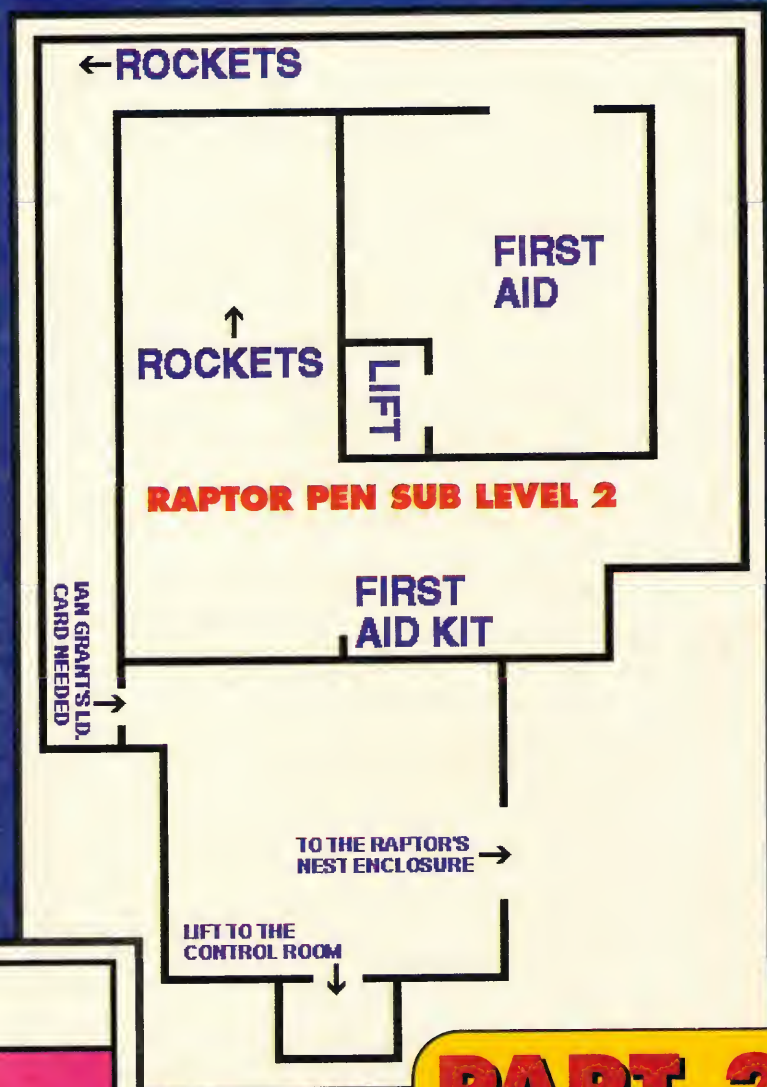
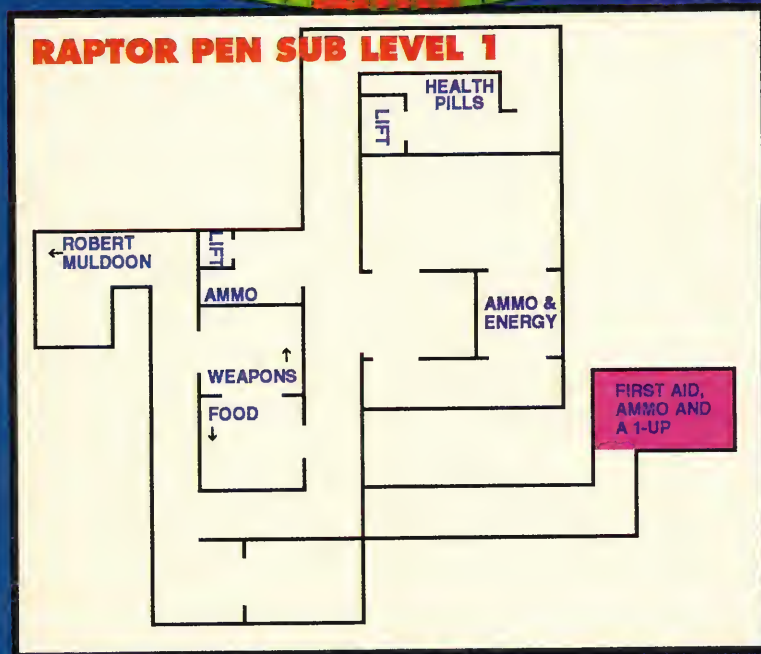
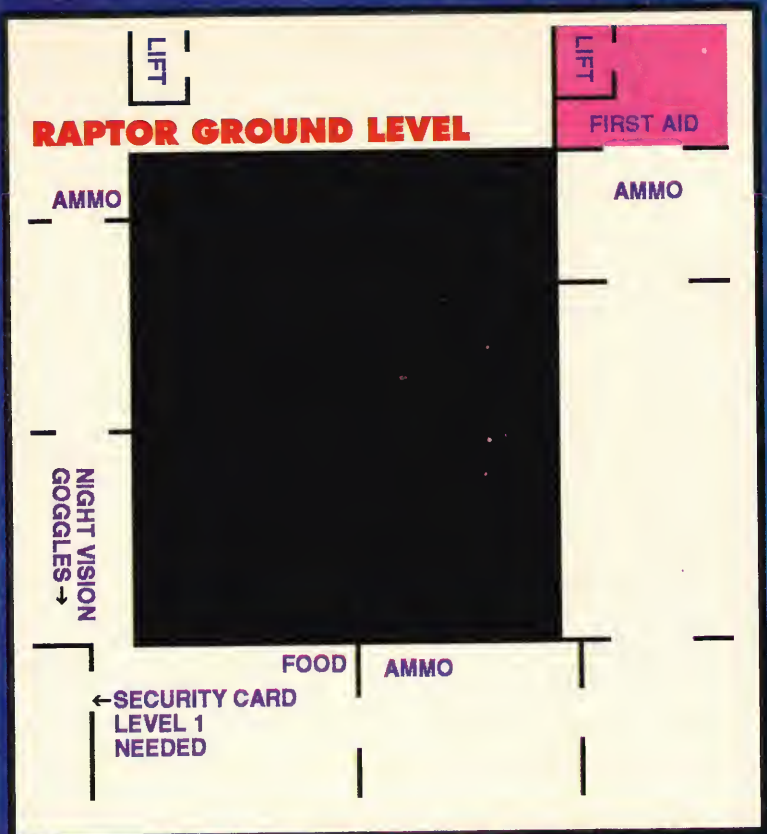
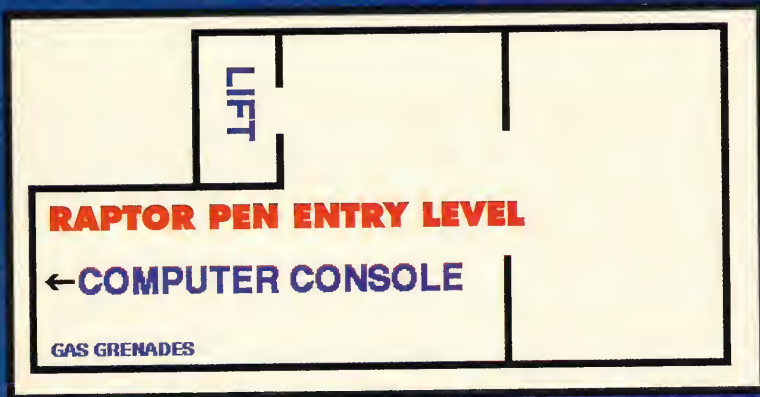
Well not much can be said about this map. It's the Island that you're currently marooned upon and there's hundreds of dangerous dinosaur type creatures roaming around the place. Apart from the marked buildings there's not much advice we can give. But be sure to avoid the yellow star areas, there's large Tyrannasaurus Rex's and Raptors patrolling these remote plains. And collect any eggs you encounter, they'll slow down the population of other dinosaurs.



One of the best places to head for is the Nublar building. Inside can be found a pair of night vision goggles and plenty of decent ammo. When combating the resurrected creatures try to keep maximum distance and use the rockets to dispose of them. Try not to use any other weapon as these tend to kill the enemy straight away. Other items may only stun a Raptor which leads to much distress and confusion.



Inside the Raptor pen can be found plenty of items of use. However retrieving them is another matter. Only enter here if you have the special night vision goggles and plenty of health and rocket ammunition. And if you persevere you can get Ian Malcolm's ID card from the upper level which allow you to enter many other locations that have been closed off to you. Such as the Nublar building where Donald Gennaro is kept.



**PART 2
NEXT ISSUE**

THE ULTIMATE GUIDE TO GAMES BUYING

There are so many SNES games around that the Index is evolving into a 'best of' list. When new games are released and score 80% or more they go straight in. Games scoring less come out. Look out for the Yellow flash – it's Super Action's seal of approval.

GALLUP OFFICIAL UK CHART

■ NON MOVER ▲ UP ▼ DOWN ★ NEW ENTRY

- ▲ **1) SUPER MARIO KART**
Nintendo 94%
- ▲ **2) ALADDIN**
Capcom 88%
- ▲ **3) TMNT TOURNAMENT**
Konami 93%
- ▲ **4) MARIO ALL STARS**
Nintendo 92%
- ▼ **5) JURASSIC PARK**
Ocean 91%
- ▼ **6) STARWING**
Nintendo 96%
- ▼ **7) NIGEL MANSELL**
Nintendo 85%
- ▼ **8) FLASHBACK**
Sony 91%
- ▲ **9) COOL SPOT**
Virgin 94%
- ▲ **10) STRIKER**
Elite 86%

BEAT 'EM UPS LOOKING FOR FAST, FURIOUS AND VIOLENT ACTION? IT'S HERE.

ALIEN VS PREDATOR

Activision

Jap import 59%

Oh dear. A top licence gets the banal treatment as yet another Final Fight rip off insults your Super Nintendo. This one is less



interesting than most, with indistinct graphics and not much else to recommend it. Avoid it at all costs.

BATMAN RETURNS

Konami

Jap import 91%

Fight and schwing with Catwoman, rescue the Ice Princess from the evil Penguin and battle against his hordes of destructive and twisted clowns.



This film licence is one of the most playable that we've had in the office. The music is taken from the film and it looks gorgeous. You'll play this one until your finger drop off.

BEST OF THE BEST CHAMPIONSHIP KARATE

Electro Brain

US import 89%

Classic kick boxing action with loads of environmental options and the essential training screens. A fantastic amount of kicks and punches to inflict upon your best mate with gut wrenching sound effects. Good, but the sprites are a bit small.

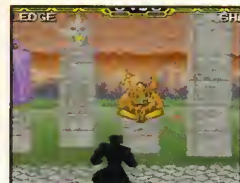
DOOMSDAY WARRIOR

Renovation

Products

US Import 81%

The characters are sufficiently different from each other in looks and in movement to warrant praise. Along with this the soundtrack is full of Eastern promise and there is a two player option to enhance the game.



It's not another StreetFighter 2, but it's not all that bad.

FATAL FURY

Takara

Jap import 75%

Street Fighter clone with chunky graphics and great sound. Less button commands than its big brother so there are fewer special moves. Less characters to choose from and those selectable lack the background and animation of Street Fighter.

FINAL FIGHT

Capcom

Official 88%

Simplistic action is more than made up for by spectacular graphics. Although it lacks long lasting challenge, it's a game you'll often return to. One strange thing is that Guy, the third character in the arcade game, is mysteriously missing.

FINAL FIGHT 2

Capcom

Official 72%

Not the most original beat 'em up on the market, but definitely one of the best looking ones. Basically it's too easy and really is not worthy of your hard earned cash.

FIST OF NORTH STAR

Toei Animation Co.

Jap import 70%

Although this game seems shallow and poor, you'll soon get into the swing of things. Like all two player games, you can glean



hours of fun and frolics from beating up a mate. Sad and pathetic in one player mode.

GOLDEN FIGHTER

Culture Brain

Jap Import 50%

Don't be fooled by the striking array of screenshots, this is a right old turkey. The massive hype that surrounded its pre-launch was all in vain I'm afraid and this might just be the biggest disappointment in video game history. Sorry.

KING OF THE MONSTERS

Takara

Jap Import 80%

Some hugely enjoyable monster fun as you take control of some very dodgy looking characters. Graphically, this is nothing to write home about and its lasting appeal for a single player is questionable. Two player games though, are massively addictive and great fun. A worthy purchase and a fantastic laugh. Godzilla meets Streetfighter!

LAST FIGHTER

Banpresto

Jap import 70%

Weird Japanese cartoon characters in Super Deformed mode (this is where they make cartoon figures small and cute to appeal to younger kids). It looks wonderful, nice sprites and often gorgeous backgrounds. Sadly though, there are too few moves and it's far too easy. Quite fun in two player mode though, but best suited to young kids.

MORTAL KOMBAT

Acclaim

Official 90%

Does not quite claim the SF2 crown, but is still a dream to play. The digitised graphics are top notch, with loads of new and exciting characters to suss out and play to the death. Better than most on the market, but the novelty soon wears off.

RANMA ½

Masaya

Jap import 89%

A rather brilliant Streetfighter inspired beat 'em up based on Japanese cartoon characters. The wide variety of characters and moves available are backed up by fluid gameplay and sparkling graphics. Sound effects are striking and humorous and the whole thing is incredibly slick. A definite consideration for those of you who have grown tired of big daddy Streetfighter 2.

RANMA 2½

Masaya

Jap import 84%

This game is a brilliant follow up to the original, but not sufficiently different to rate as highly. The graphics are crisp and sweet and cool. Kung Fu fun!

RIVAL TURF

Jaleco

Official 81%

A cross between Double Dragon and Final Fight. Visually very similar to Final Fight but with

small characters and two player gameplay. There are loads of features including a limited, but fun one on one mode and some nice use of mode seven.

SONIC BLASTMAN

Taito

Jap import 89%

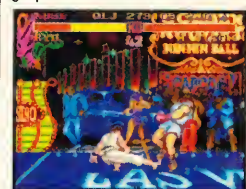
Not a conversion of the arcade game, but a brilliant use of the characters nonetheless. Looking very much like Final Fight but with slightly better graphics and hilarious special effects.

STREETFIGHTER 2

Capcom

Official 95%

Possibly the best SNES title today. Unmatchable gameplay combined with arcade perfect graphics and sound. This is a



true classic and an amazing demonstration of what the Super Nintendo is capable of. You must have this, it's just as simple as that.

STREETFIGHTER 2 TURBO

Capcom

Official 95%

Totally addictive head bashing fun. Quicker, slicker and even more gorgeous than the original. The only sure way to get an arcade quality beat 'em up in your very own bedroom. If you have the first version, trade it in and buy this one.

SUPER DOUBLE DRAGON

Technos

US import 83%

Unexpectedly brilliant scrolling beat 'em up with rather nice graphics and a lot of sparkle. The addition of blocking and throwing moves adds a huge amount of variety to this title. The music and sound effects are very smart and it's all very polished. Questionable lastability for a single player, but the best game of its kind for two fighters.

TKO BOXING

Sofel

US import 70%

A reasonable boxing game. The graphics, while slick and fluid, do little to convey the atmosphere of real boxing. There are some nice samples and lots of guitar, it plays well but gets

repetitive quickly. Saving grace is the training option – on winning you can pump some iron and increase everything about your various attributes.

TURTLES IN TIME

Konami
Official 85%
This gives the Turtles a new breath of life. Beautiful looks and wonderful sounds as you guide the Turtles through a world filled with terror. Travel backwards and forwards in time as you try to rescue April O'Neil. Look out for the F-Zero style level where you mount a turtle surfboard and head off along a superfaster highway.

TUFF E NUFF

Jaleco
Official 85%
If there had been no SFI then this would be the benchmark for beat 'em ups. The sprites are so manic at times it's scary.



They all move around the screen with bizarre individual characteristics in front of superb scrolling backgrounds. Plenty of special moves for extended fun.

ULTRAMAN

Bandai
Official 65%
Great big rubbery sprites wobble around on unconvincing backgrounds, exactly like the Japanese TV show it's based on. One of the first games available and it shows. Still, it has a die hard following and it's good for a laugh. I'd question the merits of actually shelling out any of my dosh on it though.

WWF ROYAL RUMBLE

LJN
US import 49%
A sure fire hit, despite its pitiful score. It is a bit of a laugh but it just isn't worth shelling out any cash for. If you really must have a wrestling game get WWF Wrestlemania, see below.

TURTLES TOURNAMENT FIGHTERS

Konami
Official 93%
An SF2 Turbo clone that isn't bobbins! Unbelieve I know but Tournament Fighters has top notch graphics, crystal clear sonics, special moves galore and excellent gameplay. A fighting game to rival the master!

DRIVING GAMES STICK YOUR KEY IN THE IGNITION AND PUT THE PEDAL TO THE METAL.

AGURI SUZUKI FORMULA ONE

LOZC
Jap import 81%
Ooh! Ooh! This is the first split screen mode seven driving game, arriving just a tad before

Super Mario Kart and to much critical acclaim. It's all nice and fast and the graphics are attractive though it doesn't have the same humour appeal as the former champion of racing games.

F-ZERO

Nintendo
Official 91%
Still regarded by many as the top SNES racer, this mode seven special is as addictive as it's attractive. Superlatives are apt for every aspect of the game. Its only failing is the lack of a two player option. This is the benchmark for racing games – if you haven't got it then you can't have seen it, let alone played it. The recommendation for this game is unreserved... are you convinced yet?

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gametek
US Import 85%
One of the best 'realistic' driving simulations you could possibly get your grubby little mitts on. It's fast, smooth and it really captures some of that formula one racing excitement. Above all, World Championship is great fun to play and provides all the thrills and spills of the worlds greatest racing circuits.

F1 EXHAUST HEAT II

Seta
US import 95%
Here it is the amazing DSP chip in all its wondrous glory. This is super fast and smooth and the perspective faultless. There's



enough gameplay to last a lifetime and enough excitement to frazzle your brain. It looks like the SNES was definitely made for racing games.

KING OF THE RALLY

Meldac
Jap import 87%
The easiest way to describe this is to say that it's like controlling a remote control car.



There are ten sections to complete and it all makes a rather nice racing change.

OUTLANDER

Mindscape
Official 83%
Racing through the desert, battling bikers and visiting radioactive towns. This is like Mad Max Rides Again. There are lots of different weapons and lots of helpless victims to shoot – it's all very playable stuff though it can be a tad repetitive.

TOP GEAR 2

Marubeni Official 93%

Top Gear 2 leaves all its split screen racing rivals floundering in the pit lane. It has single handedly improved the standard of the SNES two player car racing genre. A massive improvement on the classy original with endless new and exciting options to keep all you budding road hogs amused for hours and hours. This game is excellent in every department. Rev it up and burn some rubber!

LAMBORGHINI

Titus
Official 83%
Contributor chap Jason loved this game. The rest of us went hmmm, it's not exactly Top Gear 2 is it? Still, if you love rear-view racing games, like the idea of betting on your races and own a SuperScope then this is well worth checking out. Let's say it's a servicable racer with a couple of added extras.

SUPER F1 HERO

Varie Corporaton
Jap import 74%
This has to fall into the average category, it is incredibly unremarkable despite being playable enough to hold your attention for an hour or two. You slip into the shoes of Satoru Nakajima, that most famous of F1 heroes, and have to go through the regular jive of fitting your car together before you race. It has a turbo feature that is worth mentioning but that's about it.

SUPER MARIO KART

Nintendo
Official 94%
You probably know the verdict for this one already. Perhaps the best driving game ever. Choose between eight of the most famous Mario characters. Split screen, 2 player, stop the traffic, rock 'n' roll action. Spectacular graphics, unbelievable



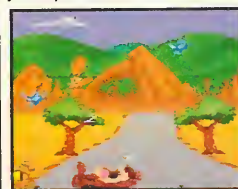
sound and some of the best gameplay ever. You have to have this, it's utterly superb and it gives you the horn.

SUPER OFF ROAD

Tradewest
US import 84%
Iron Man Ivan Stewart is a popular off-road racer in America and completely unknown over here. The game is based on his dirt racing antics and is a mildly addictive Super Sprint variant. The graphics are simplistic and at times, rough, but the animation is nice and slick. If anything, it's a little too easy but two player racing makes up for it.

TAZ MANIA

THQ
Official 87%
If you've ever been in the half-pipe with Sonic (boo!) and Tails and enjoyed it, have a good wash and buy this. It's as bright and colourful a game as anybody could wish for. Hairy, bird-eating and ultimately manic Taz has come to the Super NES and is ready to race, leap and spin his way into your open heart.



TOP GEAR

Gremlin
Official 93%
Back to the good old days of Out Run, only this time with split screen two player mode. The

graphics don't rely on mode seven and, as a result, it looks a bit like Lotus Turbo Challenge (the game it's based on) but they are fast and fairly smooth. A solid racer with plenty of features. If it weren't for the two player mode then the mark would drop but frankly if you've got a copy of this and a copy of F-Zero then you're fully kitted up for racing games.

SHOOT'EM UPS
THIS IS A FAST REACTION AREA. STRONG NERVES ONLY NEED APPLY.

TOTAL CARNAGE

THQ
Official 80%
Not the best game ever witnessed but packed full of some of the wildest and most gruesome action you're ever going to see on the Super NES. It's similar to Super Smash TV. Neil prefers Total Carnage.

ALIEN³

Acclaim
Official 90%
An excellent film tie in that is different each time you play it. Everything oozes class – as well as slime. A quality game and a definite benchmark in this kind of category.

AXELAY

Konami
Official 91%
Axelay has the best graphics of any SNES game. Incredible parallax, amazing use of mode seven and addictive gameplay. Probably the best blaster on the SNES. A couple more levels and this would have been perfect. Brilliant shoot 'em up stuff.

BLAZEON

Atlus
US Import 77%
Run of the mill shoot 'em up with all the usual trimmings such as large evil bosses etc. etc. One saving grace is the abil-

ity to inhabit alien ships of various size and strength to achieve your goal of human freedom.

R-TYPE III

Official 84%
An age old gaming genre that has been imaginatively redesigned to create scrolling shoot 'em up action at its very best. Great use of mode 7 means that slowdown which has plagued so many before is now a thing of the past. Particularly atmospheric tunes and detailed backdrops only add to the excitement of this totally wild blasting fest.



COSMO GANG

Namco
Jap Import 82%
This incredibly funny shooter is based on those bash the mole games but takes the form of an advanced Galaga clone. The graphics are very, very amusing, as is the rather hysterical Japanese sampled commentary. It might not look much, but it's one of the best shoot 'em ups we've played.



CYBERNATOR

Konami
Official 91%
Clumping around in a large suit blasting the living daylight out of aliens. This is what video games should be all about.

INDEX GUIDE

If you want to know the score – check the index.

TKO BOXING

Sofel

US import 70%

Reasonable boxing game with little to distinguish it from any other boxing game. The graphics, while slick and fluid, do little to convey the atmosphere of real boxing. There are some nice samples and lots of guitar, it plays well but gets repetitive quickly. Saving grace is the training option – on winning you can pump some iron and increase everything about your various attributes.

Game Title

Software Company

Super Action's score: This is checked regularly in case the game loses its flavour.

Game Status: Official or Import (Japanese or American)

Review: We have tried to include all the relevant information. Obviously in the interest of space it has been pared down but our views are still worth taking note of. DON'T Buy a game until you've read about it here.

The price of games is no joke and we are well aware of it. If you are thinking of buying a game then check it out here first. If it gets a duff review and you are still keen, try before you buy. If it gets a good review show the people who are paying and they may part with the cash a little more easily.

FLASH

Keep an eye out for seal of quality.

F-ZERO

Nintendo

Official 91%

Still regarded by many as the top SNES racer, this mode seven special is as addictive as it's attractive.

Anywhere you see a yellow flash take note. These are games of rare and noteworthy breeding. Games that have been reviewed in Super Action and rise above the crowd. A Yellow Flash is awarded only after a game has been popular with the Super Action team for a long time. Also this may clash with the initial score. The yellow flash is the indication of a MUST BUY.

There is an incredible amount of attention to detail and it is more than complex enough to have



you playing it for quite some time to come.

DARIUS TWIN

Taito
Official 88%
A shoot 'em up that wins support for a lot of reasons, but mainly the simultaneous two player option. In single player mode, it's challenging and frenetic although the graphics are hard to see. It looks better the further you get with 2020 vision.

DESERT STRIKE

Electronic Arts
Official 92%
Put Mega Drive owners to shame with this slick and fluid version of the desert conflicts you always wanted to take part in. The helicopter is a joy to fly with plenty of missions to test out your skills. Good graphics and some great sound effects.

GRADIUS 3

Konami
Jap import 90%
The good news is that this is one of the finest blasters available on the Super Nintendo. The bad news is that Konami will probably never release it here, citing that it's "old hat". The graphics are wonderful, detailed and colourful, but some serious sprite slowdown occurs on busier screens. Check it out though, it's a real winner.

EMPIRE STRIKES BACK

JVC
Official 95%
Jay got excited about this and not surprising with super slick and super creamy graphics, dream sounds and ream gameplay. A Huge amount of levels will keep you at it for months and although the platform bits can get a tad repetitive it's still one of the games of the year.

MECH WARRIOR

Activision
Official 87%
An excellent combination of strategy and shoot 'em up. There's enough action to keep the ardent bloodfest addict happy along with stuff that trainspotters will go weak at the knees for. An enjoyable and involving game with a save game facility. Good job, because you'll need it.

IMPERIUM

Vic Tokei
US Import 78%
It's a sad day when a software house sits down and thinks that a vertically scrolling shooter is the most original concept of all time. Imperium may well be fast. It may well be action-packed and it may well be good fun. However, it also happens to

be unoriginal and up against some fairly stiff competition. Super Aleste is identical in style, but far better in terms of depth and quality. You'd have to be barking mad to buy this instead of Super Aleste but it's not too bad on its own merits.

PARODIUS

Konami
Official 91%
Easily the cutest game ever, this classy shoot 'em up should be used as a benchmark by other programmers. There is so much to it, from the wonderful graphics to the near-perfect sound. A must have for all SNES blast



fans. You'd better bring a sick bag with you though.

PHALANX

Kemco
Jap import 84%
Much maligned blaster with quite a few nice touches. Ignored largely due to bland graphics, this has some very nice and very challenging levels. Nice weapons that add to the strategy required in this game and some nice tunes to back it up. Don't be put off by appearances - this is a gem.

POP 'N TWINBEE

Konami
Jap Import 92%
There's no blood here kids, just plenty of frantic shoot 'em up fun. You almost feel sorry for the furry pandas and happy teddy bears as they disappear under a hail of fire. Better than Parodius, and that was quite a good little cart.

STAR WING

Nintendo
Official 96%
It wasn't the best move in the world to change the name of this from Starfox to Starwing but that's its only fault. The first game to use the Super FX chip, it has scaled sprites and fluid polygons. It has a resounding music score and excellent voice samples. It's a fast game that has you hooked from the start and seems to go on forever. If this is the shape of things to come then it won't be long before that little black box (the Megadrive) curls up and dies. This game excels.

STRIKE GUNNER

NT VIC
US import 85%
More vertically scrolling action as you take on the forces of an alien empire (just for a change) with the usual extra weapons and stuff. Not very inspiring, but technically adequate blaster.

SUPER ALESTE

Toho
Official 89%
At last. PC Engine Gunhed gets an airing on the Super NES and what a job! Amazing mode

seven graphics that add greatly to the challenging pyrotechnic hell fire action.

SUPER PANG

Capcom
Jap import 89%
Not strictly a shooter, but you do have to blast things. Pop the bubbles until they disappear and that's about it. Sounds dull, but in reality it's one of the most addictive SNES games yet. Great graphics help and the music and sound effects are just fine. Multiple worries as each bubble you do manage to burst promptly splits into many others, leaving a small nightmare happening right there in the privacy of your own home.

SUPER R-TYPE

Irem
Official 81%
Very classy looking, highly attractive shoot 'em up. Lots of nice bits and a few interesting bad guys, but not much in the way of originality. It looks and sounds superb but the constant jerky scrolling and lots of slowdown mean that this is a heavily overated title.

SUPER SMASH TV

Acclaim
Official 90%
Fabulous conversion of the coin-op, helped massively by the fact that a Super Nintendo control pad has four buttons. Neat graphics and smart sound are totally eclipsed by the frantic, at times insane, gameplay. Spot-on and one of the closest conversions ever seen.

SUPER STAR WARS

JVC
Official 93%
It's fun, it's exciting and it's an excellent film licence. The best shootie you can buy with state of the art graphics, bags of levels and plenty of diversions. You can play as Luke running and jumping



or dive into his Landspeeder for a spin and even get under Chewbacca's skin. One of the most complete games we've had in the office with a difficulty level to tax the best gamers.

SUPER SWIV

Storm
Official 90%
Play on land as a jeep or sky-bound as a helicopter in this quality shooty that should hook you from the start. With great graphics and sound it's a sure-fire winner on the SNES.

SUPER TURRICAN

Vic Tokai
Official 88%
Loads of levels and loads of harshly coloured backdrops. There's plenty of Probotector influences, so if you're into those kind of things this just might be right up your street.

SUPER PROBOTECTOR

Konami
Official 89%
SuperProbotector was the very first review to appear in SuperAction. Graphics, sound and gameplay are all pretty brilliant as you bounce around blasting everything in sight. Miles better than ghouls and ghosts and one of the top ten essential purchases a year ago.

THE TERMINATOR

Mindscape
Official 82%
This is let down by the 'mean and moody' graphics which in reality are just dark. Not a bad little game and it does have a driving scene that changes the pace of it all. None of it steals the show though. Yawn.

TOYS

Absolute
Entertainment
US Import 80%
The initial thrill of the lively and well drawn toys coupled with their individual sounds and characteristics subsides after constant repetition of the same theme. Graphically, sonically and in terms of longevity it's a good product. Lack of exciting and varied gameplay prevents this cart being great.

UN SQUADRON

Capcom
Jap import 89%
Based on Japanese comics of the same name, this is a conversion of a Capcom coin-op. There are loads of differences between this and the original, but most of them are improvements. Nice graphics, excellent music and loads and loads of firepower. A fast, exciting and very difficult future shock blast.

WING COMMANDER

Mindscape
Official 81%
Over shoulder view of various battles in space with you as the only saviour of mankind. Loads of missions to be assigned to with various types of craft to pilot. Graphics and sound are too similar to the PC version to be anything astounding but the game runs fast and is quite a tricky challenge.

WINGS 2

Namco
US import 82%
WWI air time with the crates of the Royal Flying Corps. Power up your squadron to complete missions in strafing, dog fighting and bombing. Chunky graphics and deeply arousing patriotic music make this one of the best flight sims available.

STRATEGY
GET THE OLD GREY MATTER ON THE BOIL WITH A TAXING CHALLENGE.

LOST VIKINGS

Interplay
Official 89%
A SNES release that requires lateral thinking, patience and endurance. What a refreshing

change! Good enough to make you burst into song. Ohhhhhh, the graphics are beefy and bright and the sounds are uplifting alright, the gameplay is as sound as Olaf is round but the end is a wonderful sight. That's quite enough of that.

CAMELTRY

Taito
Jap/US import 86%
In the old days, we would have called this a maze game. Rotate the screen and move a small ball through the level. Challenging, original and fun,



make sure you get the vastly enhanced and much bigger US version. It has far more levels than the otherwise fabby Japanese version.

SUPER PUTTY

System 3
Official 86%
Yes, you'll be amazed at the graphics and yes, you'll have a top laugh playing it for hours, but once you've reached a certain level of difficulty you probably won't be quite so keen to continue playing. This game has everything except enough long lasting appeal.

FACEBALL 2000

Bullet Proof
Software
US import 87%
Wander around a maze in pursuit of enemy smileys or your best mate. There's also a hidden game only accesible through a



wierd password combination. Simple graphics with some basic sound effects.

LEMMINGS

Sunsoft
Official 87%
A spot on conversion of the computer original and believe it or not, an improved control system. The graphics are functional rather than gorgeous, but saving the lives of hundreds of Lemmings is enormously addictive. Good music too and a top quality classy game.

YOUNG MERLIN

Virgin
Official 89%
What an absolute whopper! A truly huge game which provides a most enjoyable alternative to the Zelda series of carts, and in many ways is a whole lot more playable. Pleasing graphics, a good sound track and plenty of puzzles, challenges and variations make this a polished little game with plenty of lasting appeal.

MARIO IS MISSING

Mindscape
Official 86%
The first of a spate of 'edutainment' titles for the little ones. An excellent way to teach the toddlers some geography and quite taxing for gradates as well. Travel the globe finding famous landmarks. Seven's and up.

TRODDLERS

Sales Curve
Official 90%
Addictive puzzler that will keep you in the house for weeks. Go and find the missing troddlers that are scattered around hundreds of different rooms. Move blocks, catch the little folk and get home in time for tea.

POPULOUS

Imagineer
Official 90%
This game moved mountains when it arrived on home computers a couple of years ago and the SNES version is excellent. Excellent music and some very interesting graphics. Lots to do, lots to see and lots to keep you going for ages.

PUSHOVER

Ocean
Official 86%
A very frustrating and addictive game involving an ant and some very special blocks. To complete each level you must knock over every block like dominoes. There are several types of block and careful strategy is required to achieve the goal against the all important clock.

Q-BERT

NTVIC
US import 84%
Hop around with glee avoiding all manner of strange creatures in an attempt to colour tiles in an odd shaped environment. A strange and quirky control method means initial frustration with the tasks. Good graphics with great backdrops and nice sound to boot. Was the arcade version really that long ago?

RAMPART

Electronic Arts
US import 90%
An original blend of puzzle and war. Construct castles to house your guns then blast the opposition on the playing area. Graphics and sound are adequate to the job. Don't expect anything spectacular, although there is a spot of Mode seven. It's very entertaining and it's enormously playable.

SIM CITY

Nintendo
Official 92%
Gorgeous, involving and utterly fabulous conversion of the classic home computer favourite. Build yourself a city, keep it going and if you get bored, knock it to the ground using an array of natural (and supernatural) disasters. The graphics and sounds are just about up to the job, but this deserves its score on its enthralling and excellent gameplay alone.

SPINDIZZY WORLDS

Activision

Official 87%

As old as the hills this game but it doesn't suffer because of it. Guide a glittering spinning top around mazes of trapdoors, short cuts, lifts and all manner of awkward obstructions.

SUPER BOMBERMAN

Hudson Soft

Official 95%

One of the best SNES games available. Bound around the arena blowing up all of your hot headed mates without a care in the world. Excellent.

WORDTRIS

Spectrum Holobyte

US import 87%

Imagine a game like Tetris but with words and a timer and a vocabulary the size of Kilimanjaro. It's fast, infuriating



and lots of fun — just don't kid yourself that it's an educational and you'll do fine.

YOSHI'S COOKIE

Bullet Proof

Official 82%

Mario's jurassic pal takes on Tetris in yet another scary cloning incident. Highly addictive with a nice little learning curve. Should keep you busy for a fair bit. Well, I quite enjoyed it.

ADVENTURE
HERE BE DRAGONS. THIS IS THE REALM OF SWORDS AND SORCERERS.

ACTRAISER

Enix

Official 90%

It's hard to know quite what section to put this in. At first, it appears to be a side-on slasher in the mould of Rastan Saga. Delve a little deeper and you'll discover that this is in fact a huge, sprawling RPG with elements of Zelda and Populous. Classic stuff and still one of the best SNES soundtracks.

JURASSIC PARK

Ocean

Official 91%

An excellent combination of various game styles so brilliantly put together that it leaves you with that good all round action packed extravaganza feeling. Blast those dinosaurs to hell and make your way to the mainland. It will take plenty of frustrating hours until completion.

PALADINS QUEST

OFFICIAL

85%

Dave describes the gameplay as, and I quote, "brilliant". Now believe me, he's not one for banding around words of such a complimentary nature in any circumstances, so this must be

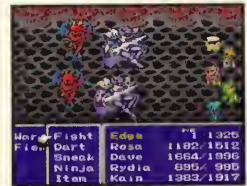
particularly good. All a decent RPG should be, gripping storyline, lots of action, and loads of puzzles to solve. This is up there with the RPG big boys, so check it out!

FINAL FANTASY 2

Squaresoft

US import 89%

Although this looks incredibly dull, the sheer depth and scope of the game make it an instant clas-



sic. Shoddy graphics are greatly enhanced by the addition of a stunning soundtrack. Lots of puzzle solving and fighting and a fair bit of wandering around.

MIGHT AND MAGIC 2

Elite

Official 90%

Dave originally wanted to give this 96% but we tied him down, poured lots of hot coffee into his system and his deranged mind eventually floated back to the realm of reality. Worth 90%.

SECRET OF MANA

OFFICIAL

88%

Another of Dave's specials this one. This is role playing perfection even more so than all the other RPGs that Dave has reviewed and claimed to be superb! Glossy graphics and soothing grooves are merely the cherries on top of a substantial game playing cake. A monstrosity huge game that'll take ages to complete, but don't sweat it, there's plenty to maintain your interest.



LEGEND OF THE MYSTICAL NINJA

Konami

US import 90%

Gorgeous looking, brilliant sounding RPG combined with some fun arcade sections. The challenge is larger and more difficult than it first seems — you'll play this into the small hours. Entirely wholesome stuff.

SHADOWRUN

Laserbeam

Official 90%

An innovative and addictive cyberpunk RPG. At last a game that shrugs off the trainspotter stigma. Arcade style shooting throughout ensures the best of both worlds.

SOUL BLAZER

Enix

US import 93%

This absolutely fabulous (dahling) role playing game is

easy to get into and will have you playing it at all hours. It's the grown up version of Zelda. The plot is dark and mysterious thus giving it plenty of atmosphere. You'll be playing this for weeks. The graphics are detailed and often stunning, with good use made of the Super Nintendo hardware. The music is fine and the gameplay is deep and involving. This represents excellent value for money.

YS 111

Tonkin House

US import 86%

Fabulous RPG with nice graphics and a huge adventure to complete. Everything about this reeks of quality and the only



thing that really lets it down is a somewhat weak plot. Check it out though, it's among the best RPGs that you'll find on the Super Nintendo.

ZELDA 3

Nintendo

Official 95%

Last and certainly not least. Zelda 3 is the office favourite. This is the creation of Mario programmer Shigeru Miyamoto. Even if you're not interested in RPGs, the combination of arcade action and clever puzzles is a joy to behold. This is one of the finest video games ever and you simply must have this. Gorgeous graphics, great gameplay and months of challenge.

PLATFORM

AS WIDE RANGING A CATEGORY AS EVER GOT INTO AN INDEX.

CLAYMATES

Interplay

Official 89%

Enjoyable and amazingly addictive plasticine platform romp. Excellent claymation graphics with just a little twist of harsh gameplay make this one a treat.

DUCK DODGERS: MARVIN MISSIONS

Marubeni

Official 90%

Daffy Duck appears as Duck Dodgers in the 24 1/2 Century in this space age adventure with a difference. Mostly platform action with bags and bags of Warner Bros hilarity. Top notch graphics, plenty of gameplay, an absolutely wicked soundtrack and those wonderful speech samples. Mother!

ADDAMS FAMILY 2

Ocean

Official 88%

Pugsley's Scavenger Hunt isn't as large as the first and there is a stronger puzzle element to it. Yet again though the graphics are great, the music ooky and kooky and everything moves perfectly. It certainly isn't a two minute platform game this one.

ADVENTURE ISLAND

Hudsonsoft

Official 87%

This bouncy game has the best music that you will find on any game for the SNES. The gameplay is a bit dodgy and a touch easy at times but it's worth a



play. Just try to calm any fears you might have about cutesy graphics and you shouldn't do too badly with this.

ANOTHER WORLD

Interplay

Official 91%

More platforms than blasting mean that Another World narrowly makes it into this category. The graphics are very unusual polygons, but are put to



good use and exceptionally realistic. The music is atmospheric and superb and the gameplay is deep and complex. Once finished, you'll try to do it faster and better than before and enjoy it hugely. Highly recommended.

ASTERIX

Infogrames

Official 92%

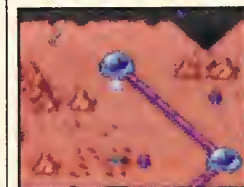
Excellent platform romp around the globe with the wee french lad who we all love. This one will last you a lifetime, what with all the levels, baddies and animals you have to contend with. No battery back up, but still a class act and very addictive.

B.O.B

Electronic Arts

Official 90%

Although this will win no awards for originality it won us over in other departments. It is quirky, humorous and fun to play.



The graphics are excellent and the progression is just right. Not just another platform game.

CHUCK ROCK

Sony Imagesoft

US import 90%

Cartoon style capers in the land time forgot all about completely and failed to include in the history books. More's the pity as there is plenty to do with rock tossing, belly bashing, eating anything with a pulse and of course saving your beloved Ophelia from the evil dinosaurs and the nasty bogey men.

DRAGON'S LAIR

Elite

Official 91%

Striking platform slasher with some very nice graphics. It's very unusual in appearance and the control method takes quite a while to get used to. Once you've mastered it though, you're in for a nice treat. It's just a shame it wasn't just that bit bigger though.

ALADDIN

Capcom

Official 88%

Beautifully animated sprites that move fluidly over superbly detailed backdrops. Sounds like a treat doesn't it? Unfortunately Aladdin is not as magical as it could or should have been. It's all mouth and no trousers, gorgeous graphics but no real substance or serious challenge for experienced gamesplayer.



FIRST SAMURAI

Marubeni

Official 89%

A classic game from way back in the mists of time. It's a mystical platform adventure with a little twist of oriental magic. A tad low on levels but full of playability and fine sound effects.

GODS

Mindscape

Official 82%

A platform shootie with a few puzzles thrown in and some commendable graphics. It's just too samey to lift it above the heads of the crowd.

LAWNMOWER MAN

Sales Curve

Official 86%

3D cyberworlds in yer face! Join Dr Angelo on a virtual mission to hell and back. Battle armed soldiers, flt through virtual worlds and work out tricky puzzles. An excellent chill out game.

HOOK

Sony

Jap/US import 87%

Although this can be slow, it still manages to keep you interested. The graphics are lovely, with depth and character and although the gameplay has been done fifty squillion times before, you'll probably love it anyway. It's one of the most fluid, playable and attractive games available on the SNES. Don't forget to pack your tights.

MR. NUTZ

Ocean

Official 93%

An extremely classy platform romp to rival the likes of King Mario. A super powered squirrel with one hell of an attitude and a mighty big tail storms his way through endless beautiful levels to battle the evil and massive Yeti.

BUBSY

Accolade

Official 87%

The fur ball with attitude is here to save the day. Help Bubby rid the world of the horrible woolies. Collect up the yarn balls, squish the bad guys and jump the gaps. An average platform romp basically.

JOE AND MAC

Elite

Official 90%

Spot on conversion of the Data East coin-op and a credit to the British team who did the job. Hampered only by the limitations of the original, this is an attractive and playable romp. Nice graphics, excellent sound and a whole load of gameplay.

JOE AND MAC 2

Irem

Jap Import 82%

A gorgeous looking semi-sequel converted from the arcade version. It's funny and fun and quite quirky to boot. Have a go it's just possible that you'll never look back.

KRUSTY'S SUPER FUNHOUSE

Acclaim

Official 84%

Krusty is a clown from the local TV station who specialises in showing violent cartoon shows. In this game, you must rid Krusty's Fun House of the rats who now infest it. This is classic platform action.

LETHAL WEAPON

Ocean

Official 75%

Playing as either Murtaugh or Riggs you have to tackle various missions against the clock. The missions are too similar though as you progress it improves.

COOL SPOT

Virgin

Official 94%

Take a stroll down quality street and the kids will be playing Cool Spot on their SNES. Utterly wonderful graphics and a character with so much charm that people sit around and watch others playing the game. The gameplay isn't perfect but even platform-hater Alex loved this game. Cool Spot is a true star.

MARIO ALLSTARS

Nintendo

Official 92%

All four ancient Mazza games revamped and slapped onto one cart. An immensely creative cart with more levels than you can shake a NES at. A tough challenge for anyone.

MICKY MOUSE

Capcom

Jap import 90%

Anything from Capcom means the seal of quality and good looks for the SNES. Mickey Mouse is no exception with fantastic worlds to explore and amazing graphics. One small winge might be that the game is a little too easy to complete but you get your money's worth.



There's no certainly no doubt about that kids.

OUT TO LUNCH

Mindscape

Official 80%
Take control of Pierre le Chef and race around the globe frantically collecting pieces of grub. Le Chef Noir is right on your tail to wreck your plans so keep on your toes. It's a jolly little jaunt with plenty of comical sprites and quirky vegetables, and it's also a nice little puzzler too!

PRINCE OF PERSIA

NCS

Jap import 90%
Utterly fabulous in every respect, this game has proved



to be a perennial office favourite. You'll come back to it time and time again as the game is absolutely huge. Masses of action and lush graphics are combined with one of the most atmospheric and brilliant SNES soundtracks to date.

ROADRUNNER

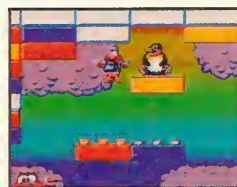
Sunsoft

US import 88%
Cartoon capers with Road Runner evading the hungry coyote at the expense of everyone's patience. Great graphics, brilliant animations but let down by the control method. Wile E Coyote is still hilarious though.

ROBOCOD

Ocean

Official 90%
These are some of the scrummiest, most candy striped graphics you will ever find on a SNES (until Zooi comes out). Frantic action is complemented



by an enormous and challenging game. The transportation elements add a touch of variety, which is much needed in platform games of this ilk. Fast, furious, frantic fun. Try it out.

ROBOCOD

Ocean

Official 89%
The graphics in this game are fantastic, and the gameplay, while fun is hindered by the difficulty level. It's one of the toughest games we've ever had in. You can complete it though - well you can if you have a Game Genie or Action Replay.

SKULJAGGER

ASC

US Import 80%
Bizarre plot and dodgy graphics mask a simple and enjoyable platform romp. There isn't much to it and variety (not Bobby Davro/Bruce Forsyth fans will soon grow bored. Nothing drastically wrong with it, but it doesn't shine.

SUPER CASTLEVANIA 4

Konami

Official 92%
You'll run out of superlatives very quickly as you try to describe to your pals the huge, sprawling and mindlessly addictive nature of this game. Fabulous in every respect and very, very urmm... large. Play as the tough Simon Belmont, vampire killer extraordinaire.

SUPER GHOULS 'N' GHOSTS

Capcom

Official 92%
Capcom's first effort on the Super Nintendo Entertainment System and still one of the all time greats. Fantastic graphics combined with creepy, orchestral music in this fabulous remix of the Capcom coin-op.

SUPER MARIO WORLD

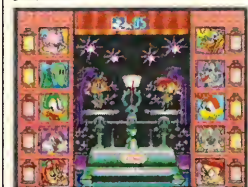
Nintendo

Official 95%
This game is synonymous with the greatest console in the world, so it's going to have to be a stonker isn't it? As much platform playability and hilarity you can get out of a cartridge. Good king Mario is here with all his merry chums and this game is totally fantastic.

TINY TOONS

Konami

Official 90%
One of the most fabulous games to wander into Super Action Towers. Massive gorgeous graphics, smart tunes and some



unbelievable gameplay. The cartoon tie in has already shifted plenty of these but it's worth it.

SPACE ACE

OFFICIAL

90%
With trim perspectivalised 3D graphics, challenging gameplay (frustratingly so at times) and pleasing graphic sequences from the actual arcade game, Space Ace is most definitely a top of the range SNES game. It is a difficult one to place into any particular genre because there are so many varied gaming styles within the one cart. It therefore falls in the catch-all category of adventure, but there are also platform sections, scrolling shoot 'em up sections and puzzlers galore. Well you know what they always say, variety is the spice of life!

AERO THE ACROBAT

Sunsoft

Official 87%
A weird platform adventure with just the right amount of addictive pulling power to keep you hooked for a long while. The size of the arena means you're probably gonna get lost occasionally but what the heck you can deal with that. Some people may like it more than others.



CHAMPIONSHIP POOL

Mindscape

Official 91%
An age old game brought back to life in this amazing simulator. Silky smooth graphics and excellent gameplay make this game just too addictive. Buy it now and you won't leave the house for months!

AUGUSTA MASTERS

T&E Soft

Jap Import 82%
Smart golf game from the experts, marred only by slow update and odd graphics. The text can be ignored and once you figure it out, this is one of the better SNES golf sims.

SIDE POCKET

Vic Tokai

Official 85%
As pool simulations go, this is quite the most ridiculously over the top game you are ever likely to see - and we love it. You can do bizarre things with the cue ball, perform impossible feats of cue control and still have time for the odd trick shot or two. Realism goes out of the window but this is still a brilliantly playable and interesting game.

BOXING LEGENDS OF THE RING

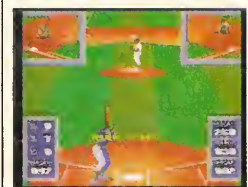
Electro Brain

US Import 87%
An excellent boxing simulation with more than it's fair share of action and playability. Massive well animated sprites, great sound effects and a tad of blood/saliva thrown in for good measure. This has to be one of the best sports sims available for the SNES and should provide hours of nose crushing, jaw shattering entertainment. By fair means or foul you must get a copy of this cart, you won't regret it, we promise.

CAL RIPKEN JNR

Mindscape

Official 85%
The only thing that lets Cal down is that it is a Baseball



game. If you let that fact colour your thinking you'll be missing a tense two player bonanza that will rise your blood pressure.

DAVID CRANE'S AMAZING TENNIS

Absolute

US import 92%
Fortunately for David Crane, this really is amazing. The graphics are stunning, the sound effects totally convincing and the gameplay superb. Easily on par with Super Tennis, but in order to pull that off it is unfortunately almost identical in play.

PILOTWINGS

Nintendo

Official 93%
The first game to show off the sense of depth and realism that made seven backgrounds create. A top combo of tests in any form of flying imaginable, it's over a year old but still addictive. Each event presents a more engrossing challenge and if you can stop playing before you finish it you've got no soul.

HOLE IN ONE GOLF

HAL

Jap import 91%
The first golf game available for the Super Nintendo and still easily one of the best. The overhead view of the course may not be as realistic as the polygons employed by other golf games but it's effective just the same. Nice use of Mode 7 but some tragic music.

MAJOR TITLE

Kiss UK

Official 89%
Nothing to do with Hannibal Lecter, this is golf! Play for cash



and thrill to the amazing mode seven graphics. It's great in play and the competitive aspect adds to the proceedings - certain Europress staff have been known to play this for real money. One of the best all round golfing titles.

JIMMY CONNORS PRO TENNIS

UBI Soft

US import 89%
A great tennis game with loads of options. Whizz around the world playing on various surfaces in your attempt to become the number one seed. Not quite as good as Super Tennis but worth a look.

BRETT HULL HOCKEY

OFFICIAL

86%
Graphically not as good as NHL Stanley Cup, but at least you have some idea of what is going on, and those speech samples... they're superb! Not to put too fine a point on it, this is a pretty dang good sports sim with plenty of skating action and body checking amusement to be had by all. What more could you possibly ask for?

KEVIN KEEGAN'S PLAYER MANAGER

Anco

Official 81%
Don your curly perm wig and you are Kevin Keegan! An excellent balance of skill and strategy to please all those footie fans that have been craving for a good player manager game for the past million years.

SUPER KICK OFF

Imagineer

Official 83%
Amiga and ST owners will relate to this as it is a vast improvement on their version. A complicated and hard game that has depth and oodles of lasting



appeal. Graphically, it isn't much actually but that isn't the point as it isn't trying to break any new ground. Until Kevin Keegan's Player Manager came out it was nevertheless an essential purchase.

NCAA BASKETBALL

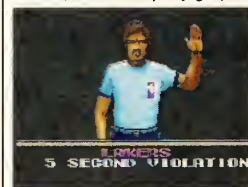
Nintendo

US import 90%
When this game came in the office everybody was transformed in to hi-top wearing giants. The sound is smart, the graphics are good but the gameplay is amazing. Total addiction. The best Basketball available on the SNES and no doubt it will be for a long time to come, this is way ahead of the field.

NHLPA HOCKEY

Electronic Arts

Official 84%
Almost a direct copy of the Mega Drive version and it shows, what with jerky graph-



ics and small sprites. Good gameplay though with plenty of options and the classic head to head. Added features include fighting and the "look what I did" action replay.

SENSIBLE SOCCER

Sony Imagesoft

Official 85%
The classic football game from way back hits the SNES with a less than large smash. It's a good middle of the road football cart but doesn't have that Striker shine. It's quite sensible though.

PEBBLE BEACH GOLF LINKS

T & E Soft

US Import 90%
As professional as Langer, Faldo and Ballesteros rolled into one. Even the hefty manual is worthy

of commendation. The statistics storage facility, amongst the multiplicity of good points, is a brilliant feature. Although there's only one main course for you to play about on, you'll definitely come back for a quick round time and time again. Excellent.

STRIKER

Elite

Official 86%
The best football game on the Super Nintendo. It looks like football, it sounds like football and most important of all it



plays like football. The options available widen the game and give you the chance to customise everything from hair shades to player's names.

SUPER BOWLING

Athena

US import 88%
No fun at all for a single player, yet hugely enjoyable with a couple of pals. Great graphics and sound but just a little too easy in the long run.

PINBALL DREAMS

Gametek

Official 89%
The first real pinball simulator on the Super Nintendo and it's a good one, well it's the only one, so you'll have to like it or lump it anyway! Simple graphics with very advanced scrolling and excellent sound effects make this look and feel like the real thing. With four different tables to choose from, you'll find this to be everything you could want in a pinball game.

SUPER TENNIS

Nintendo

Official 92%
Still the best Tennis game available for the Super Nintendo and indeed, on any machine ever. The computer plays a challenging game, but this release really comes into its own in the two player mode. Fast and furious tennis action at it's absolute finest.

WORLD LEAGUE SOCCER

Mindscape

Import 80%
This is very nice and super fast and scrolls beautifully, but it looks like a game of high speed draughts played on a billiard table. There is a whole host of options to choose from, including match duration and top background music but that's about it really. You'll be able to find a better soccer game than this.





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Dave Goodyear's alter ego bursts onto the Super Nintendo for some serious stoneage stupidity. Watch in awe as he belches, scratches himself and then proceeds to eat everything within a six mile radius.



RYAN GIGGS

The man with the golden boot has now got his very own video game. Join us next month as the Super Action team do a resounding performance of the classic footballing anthem 'We hate Man U and we hate Man U'.



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See ya next month!



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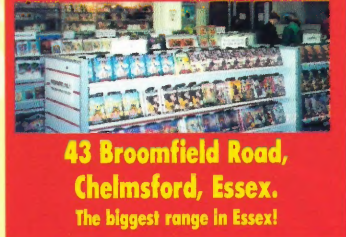
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